

FIG. 1

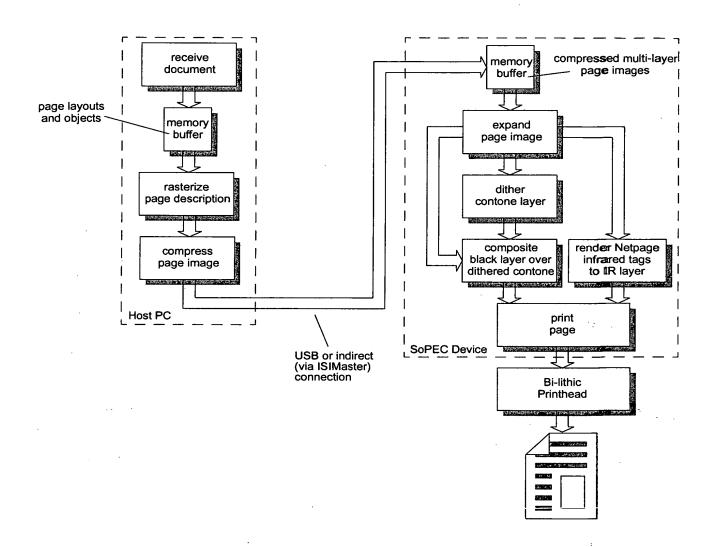


FIG. 2

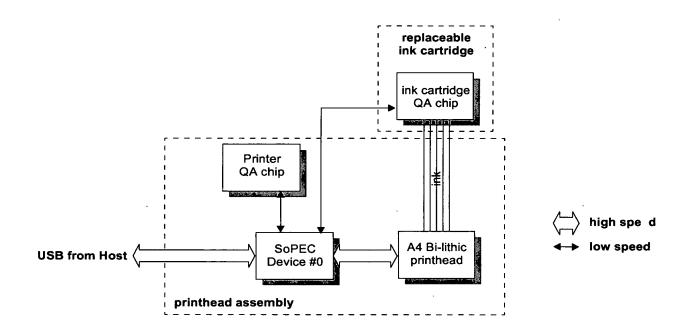
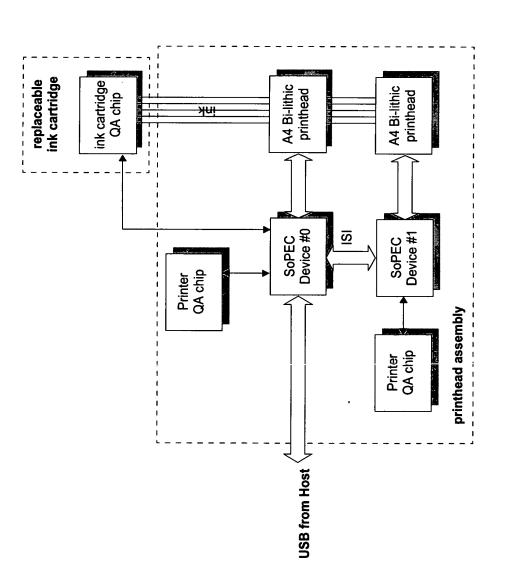
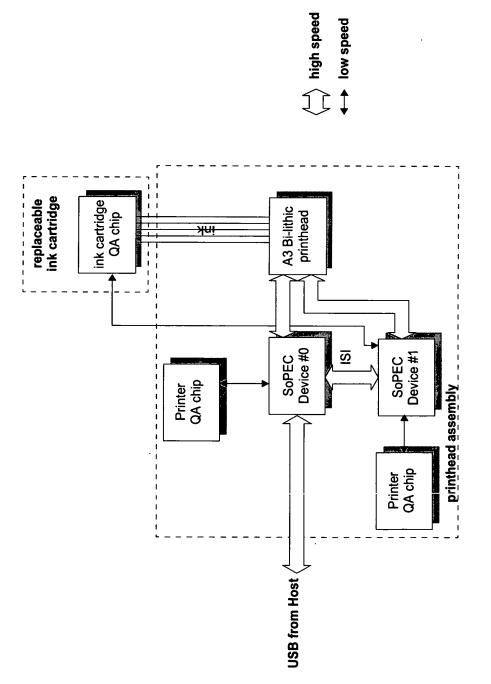


FIG. 3

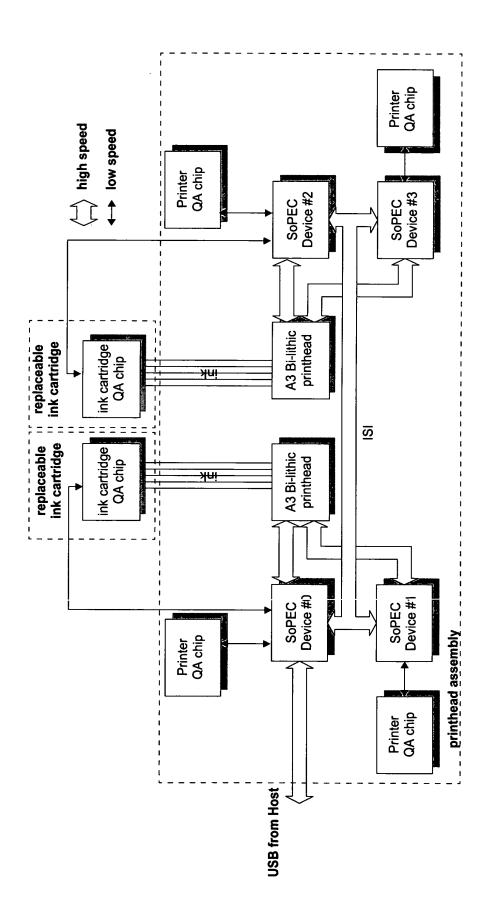
high speed to low speed



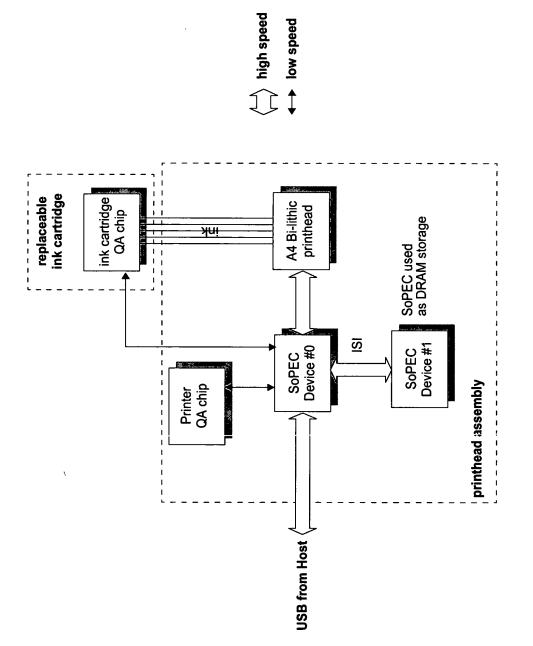
F1G. 4



F1G. 5



F1G. 6



F1G. 7

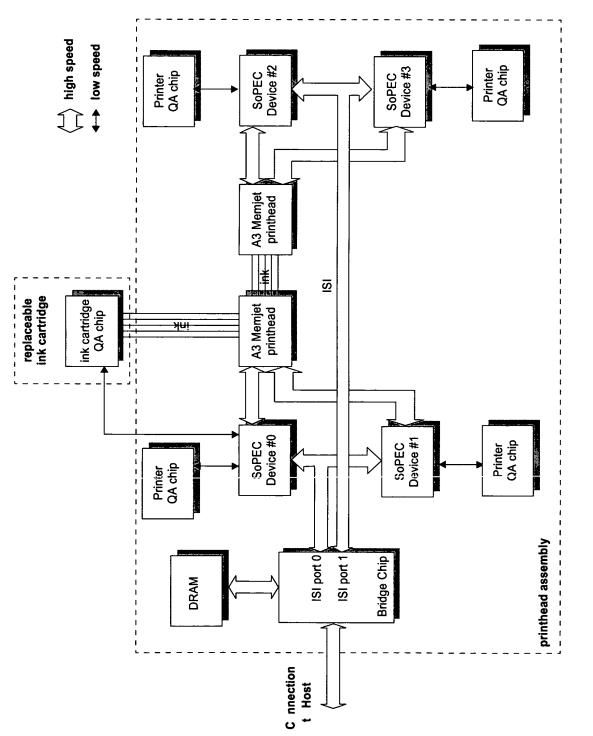
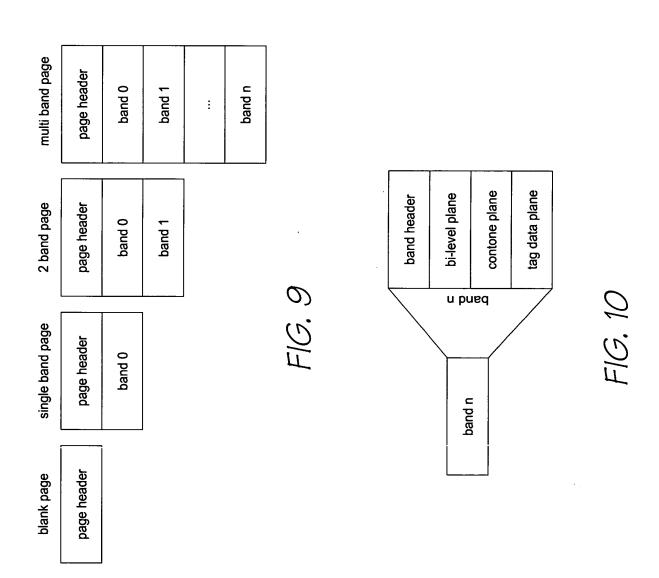


FIG. 8



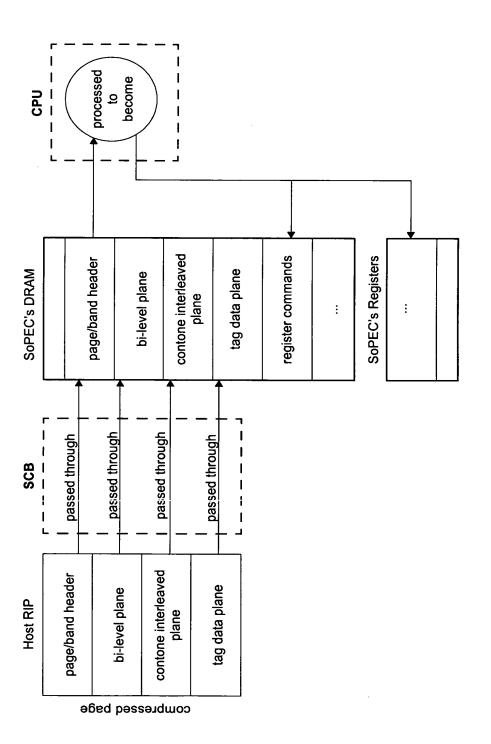


FIG. 11

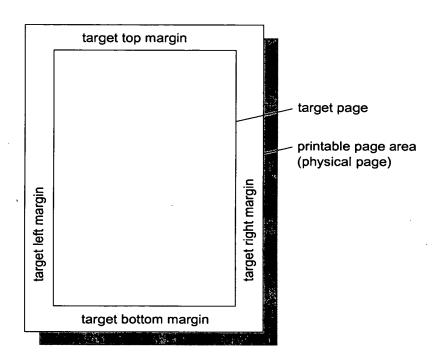


FIG. 12

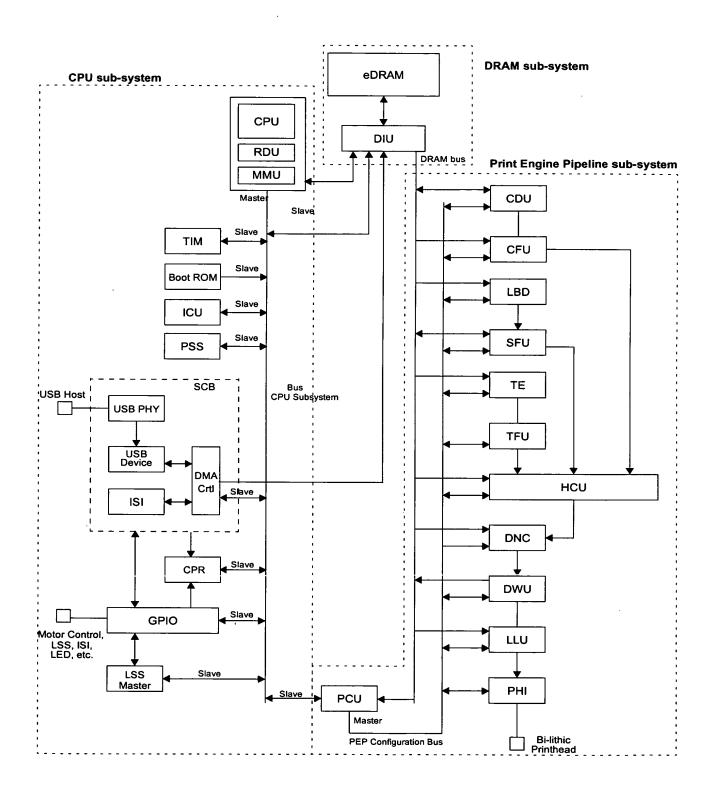


FIG. 13

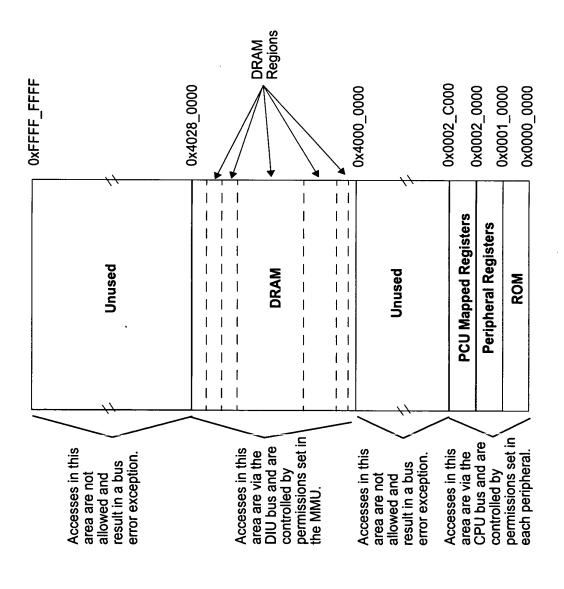


FIG. 14

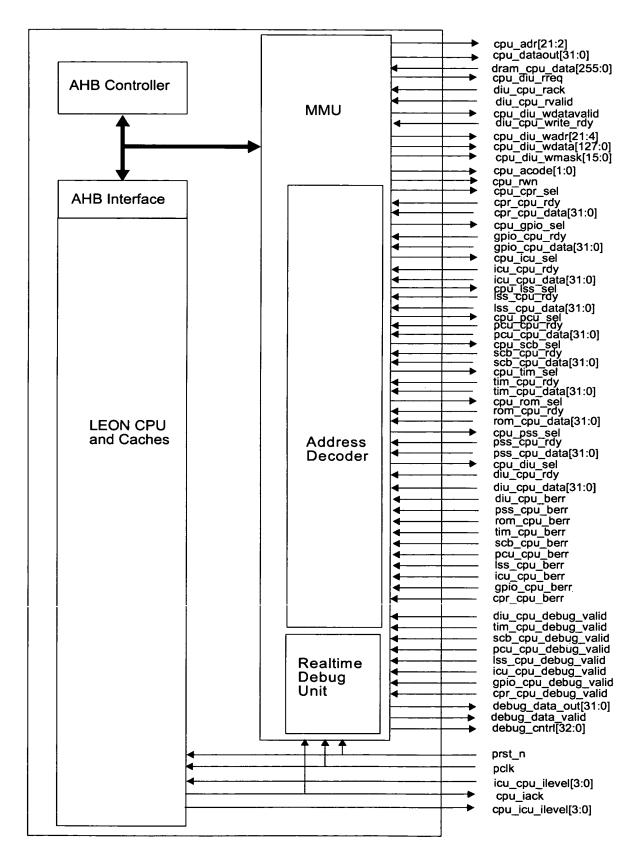


FIG. 15

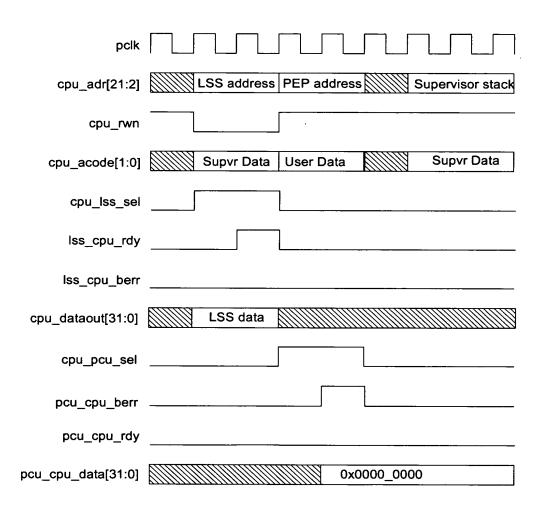


FIG. 16

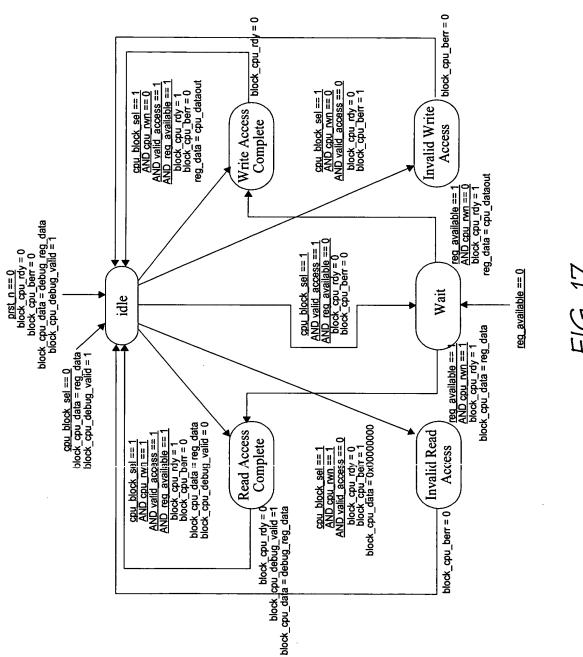


FIG. 17

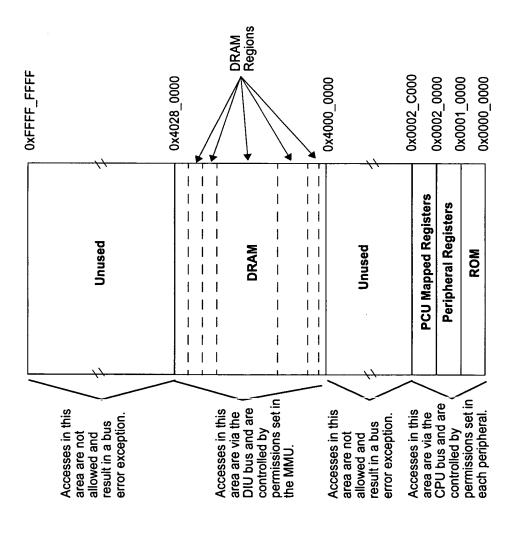


FIG. 18

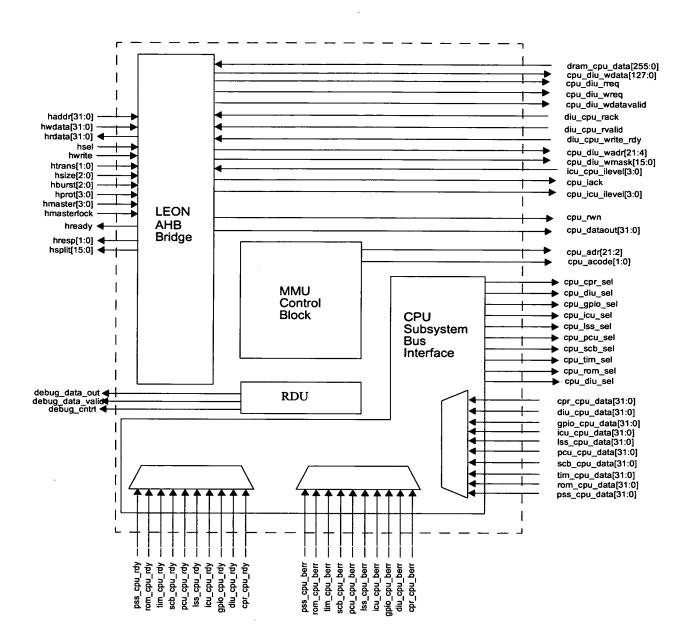
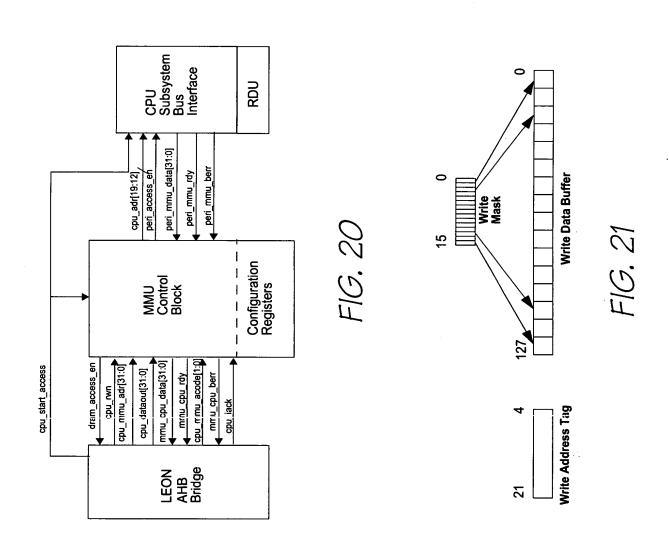


FIG. 19



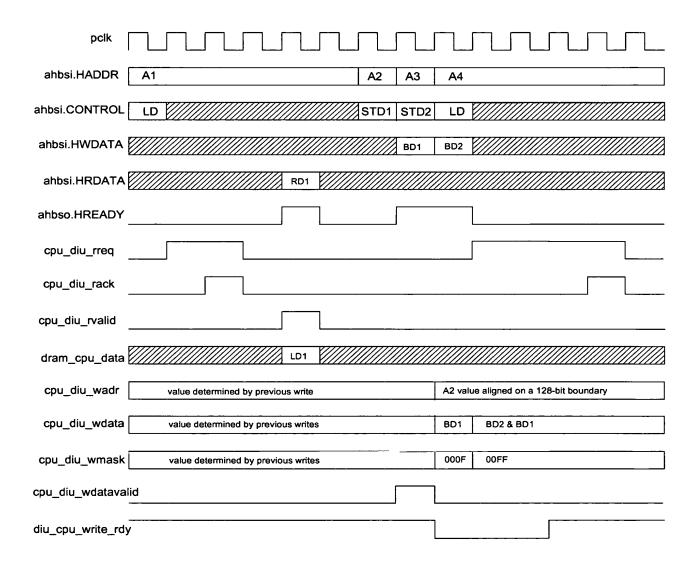


FIG. 22

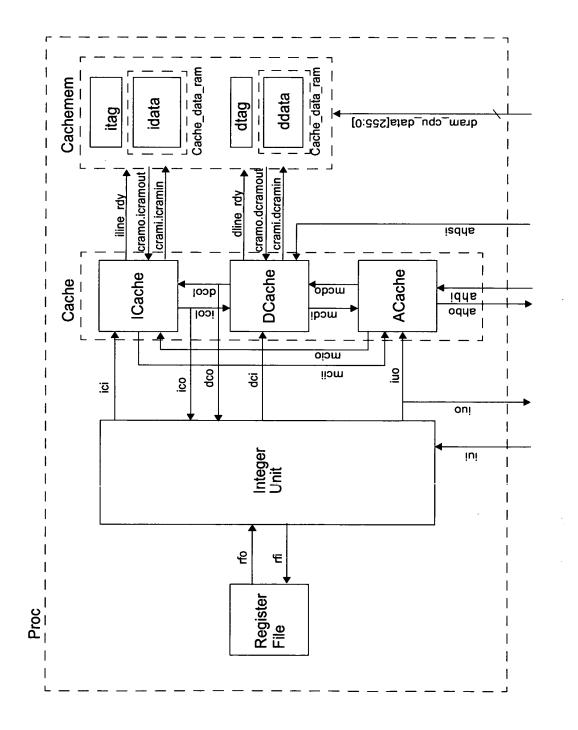
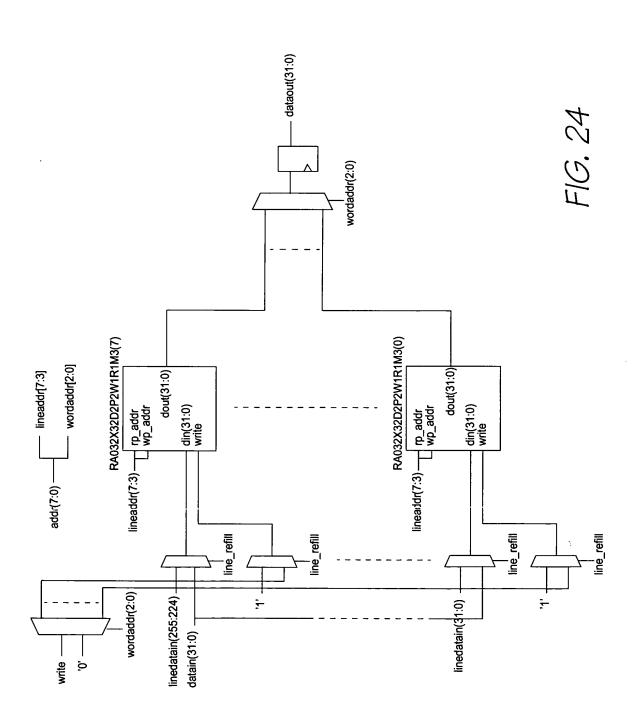
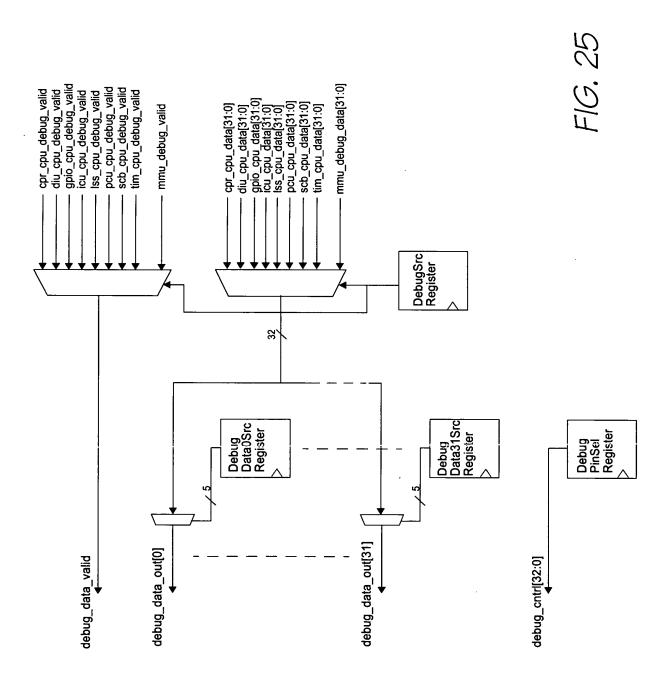


FIG. 23





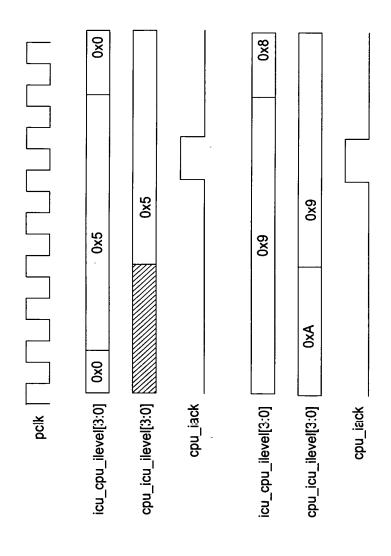


FIG. 26

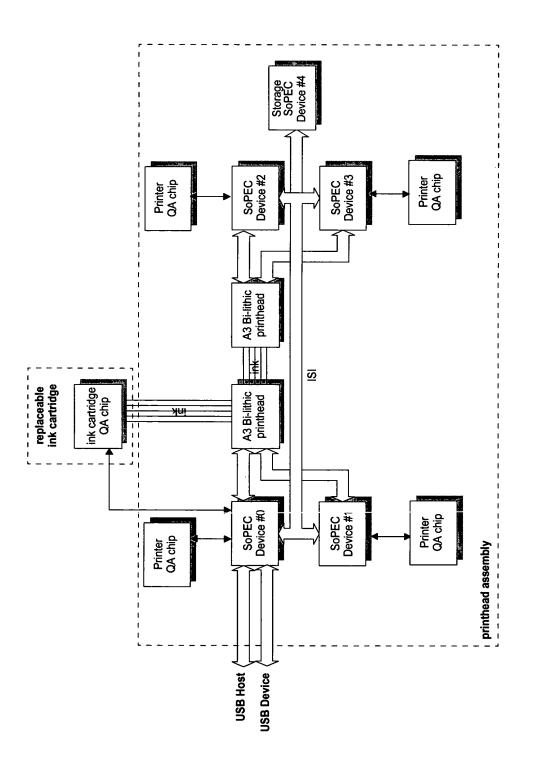


FIG. 27

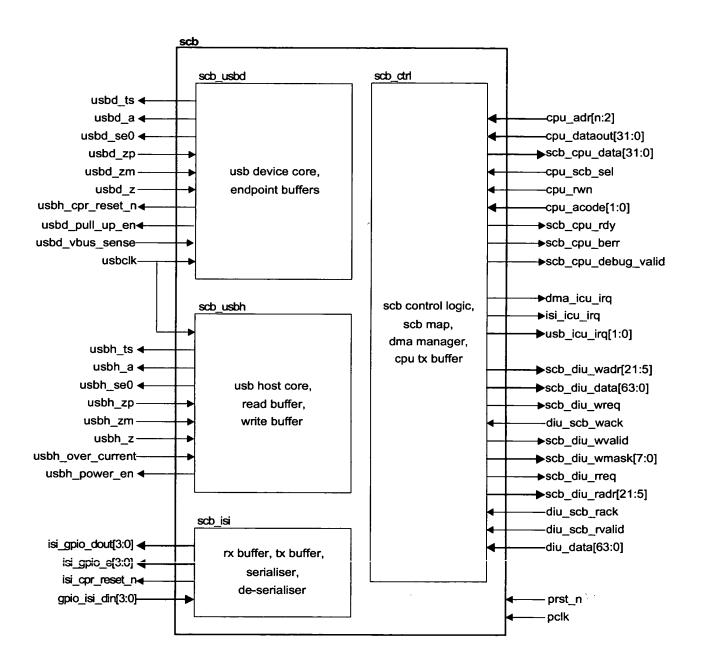


FIG. 28

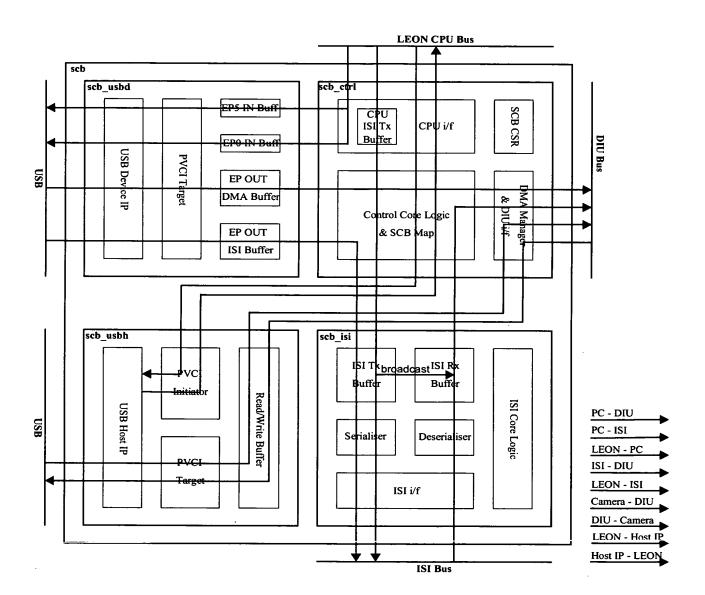


FIG. 29

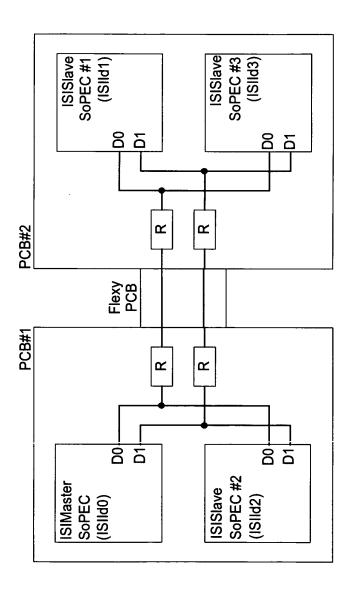
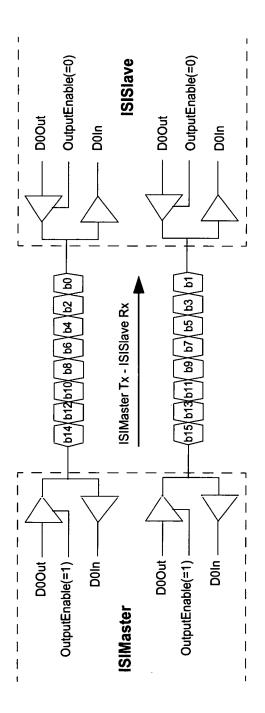
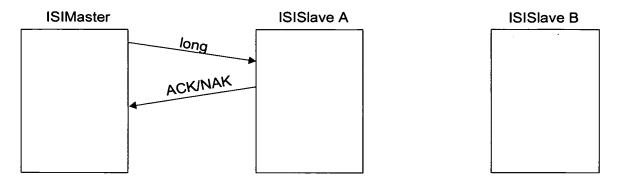


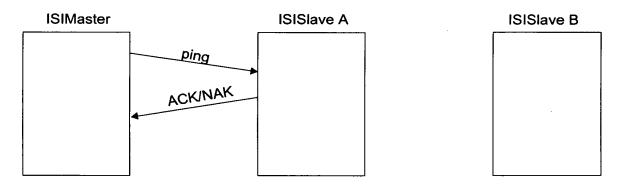
FIG. 30



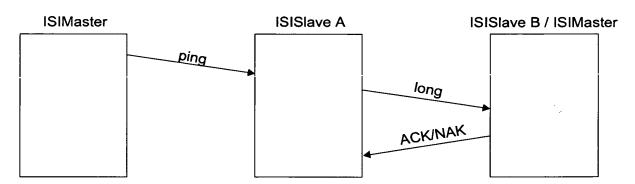
F1G. 31



Transaction 1: Long packet to an addressed ISISlave



Transaction 2: Ping packet to an addressed ISISlave. ISISlave has nothing to send



Transaction 3: Ping packet to an addressed ISISlave. ISISlaveA responds with a long packet to ISISlaveB (or the ISIMaster) and ISISlaveB (or the ISIMaster) responds with an ACK or NAK.

FIG. 32

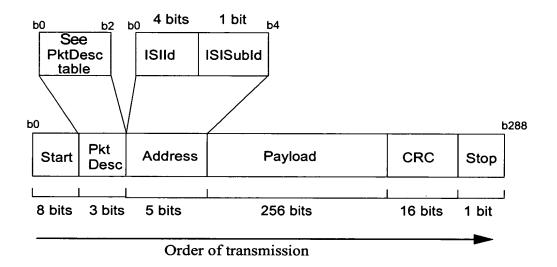


FIG. 33

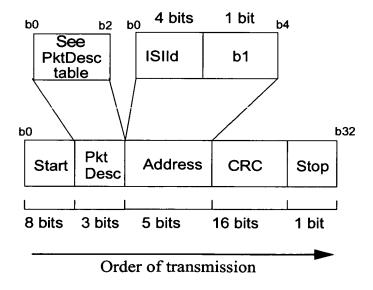


FIG. 34

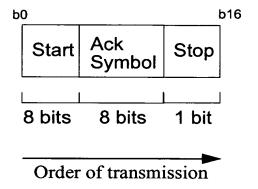


FIG. 35

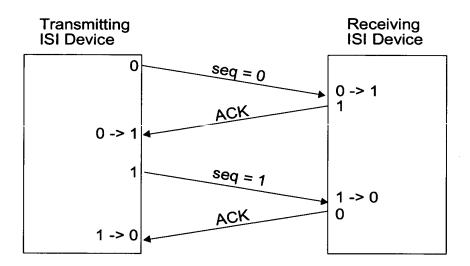


FIG. 36

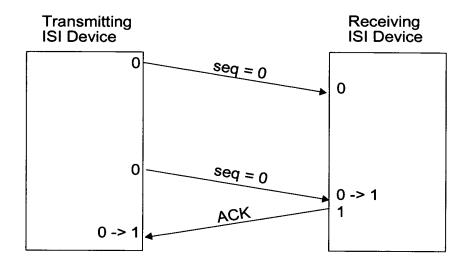


FIG. 37

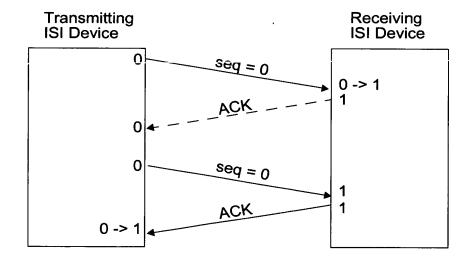


FIG. 38

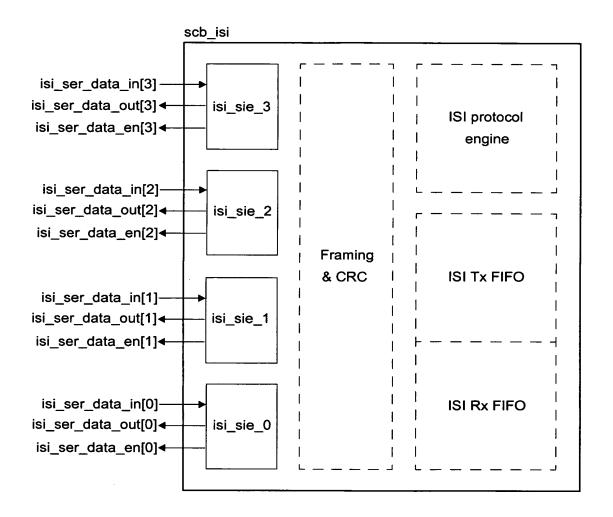


FIG. 39

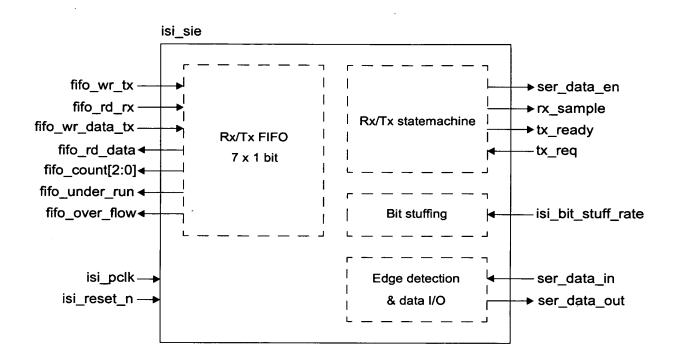


FIG. 40

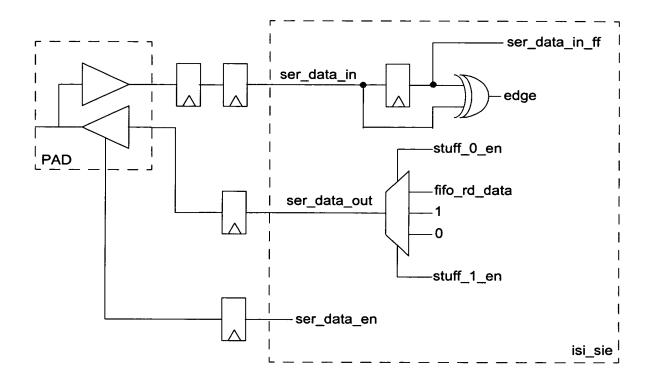


FIG. 41

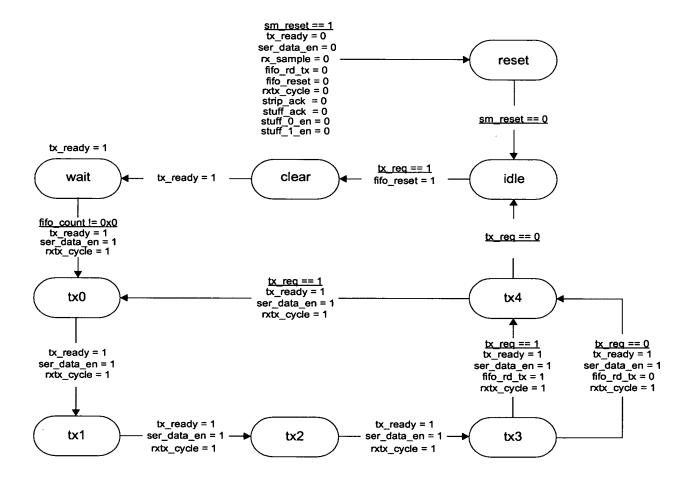


FIG. 42

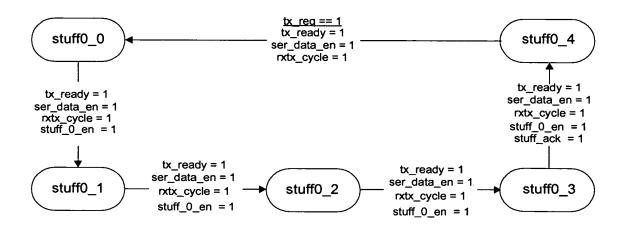


FIG. 43

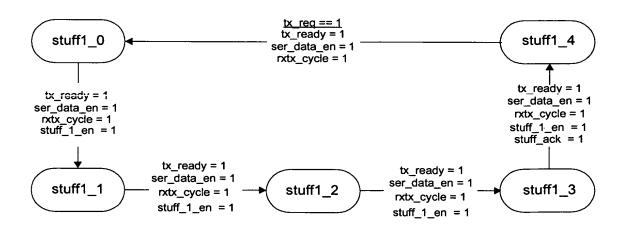


FIG. 44

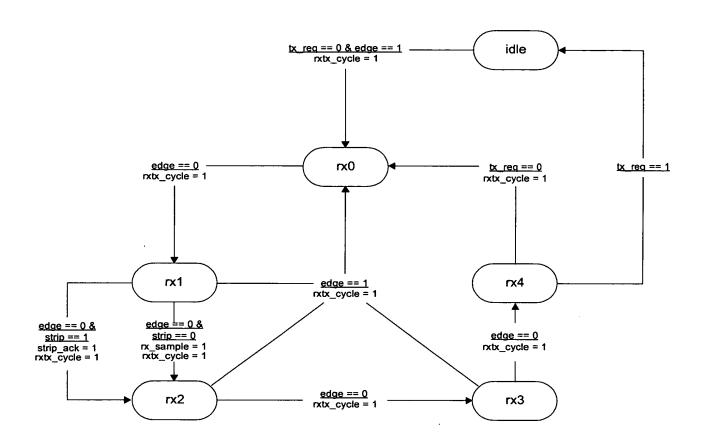


FIG. 45

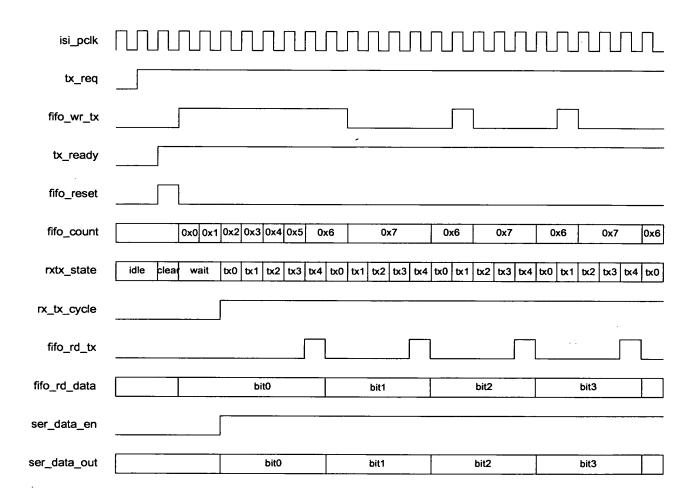


FIG. 46

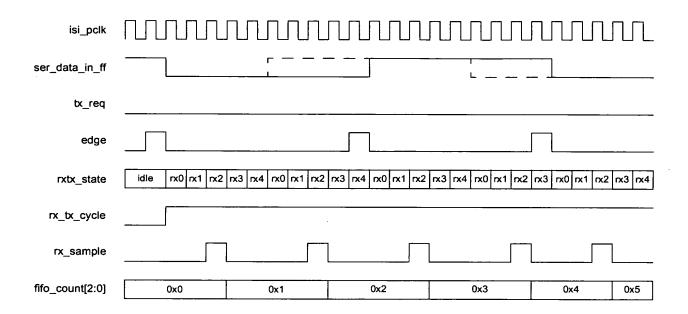


FIG. 47

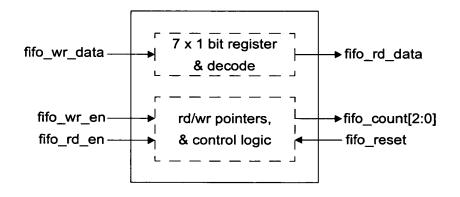


FIG. 48

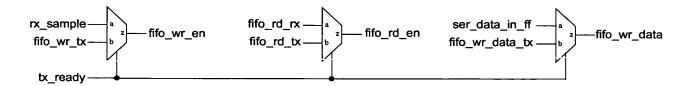


FIG. 49

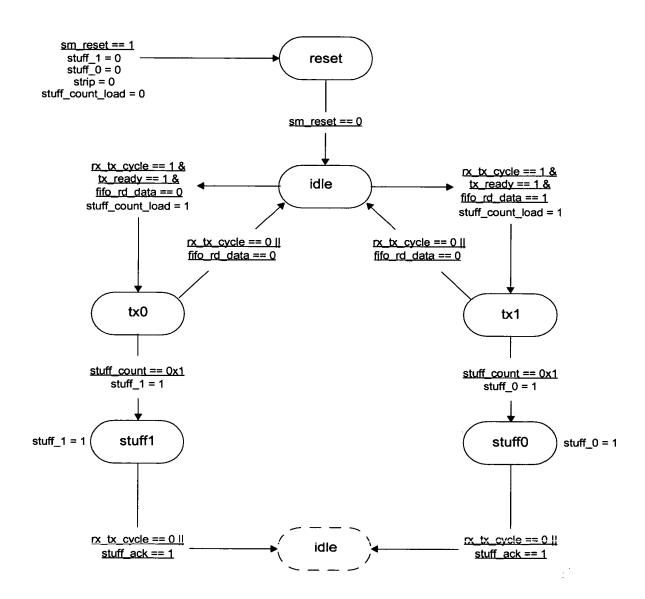


FIG. 50

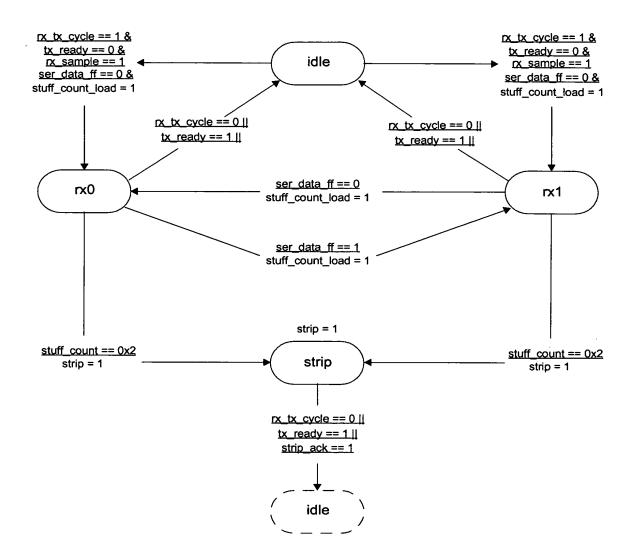


FIG. 51

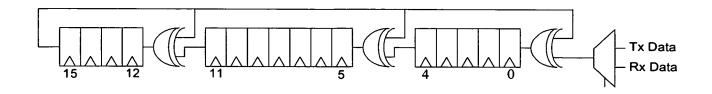


FIG. 52

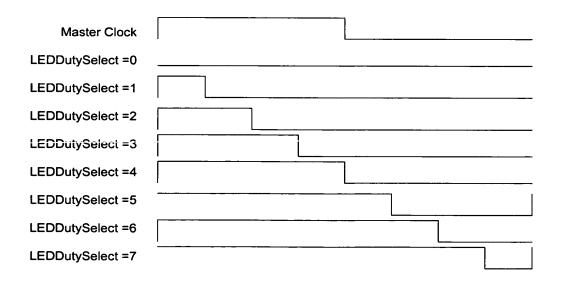


FIG. 54

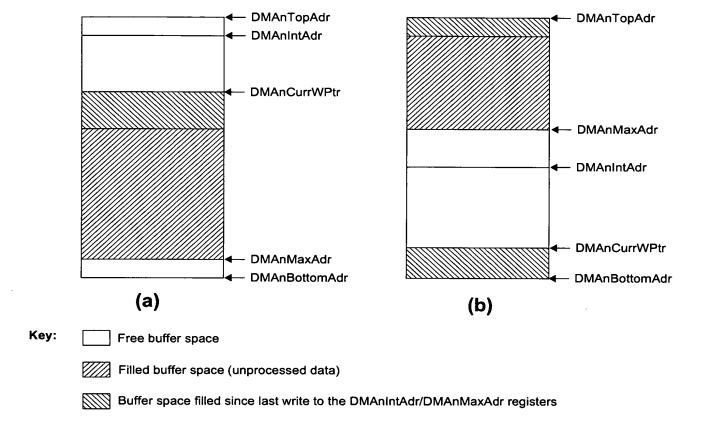


FIG. 53

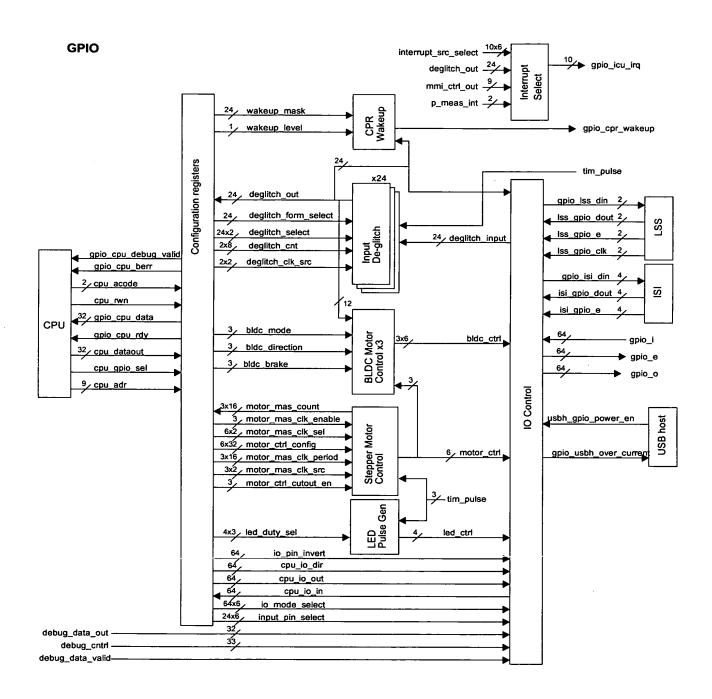
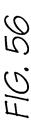
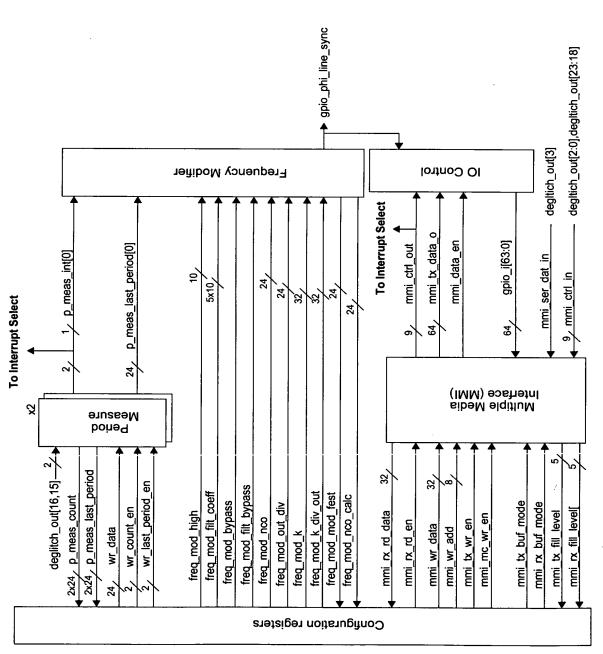


FIG. 55





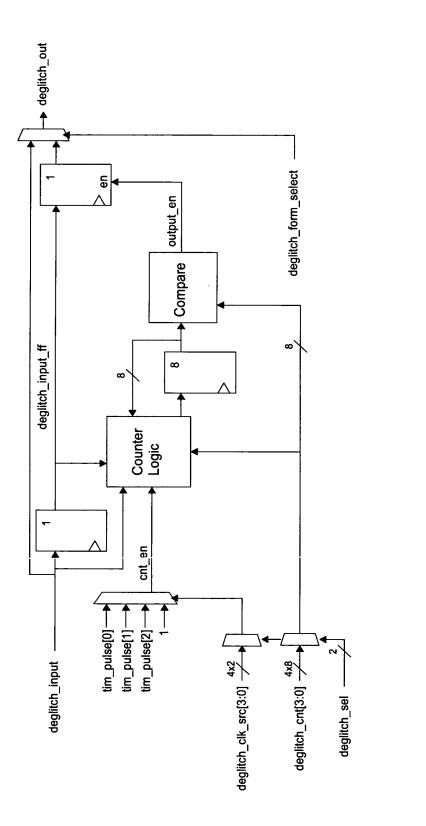


FIG. 57

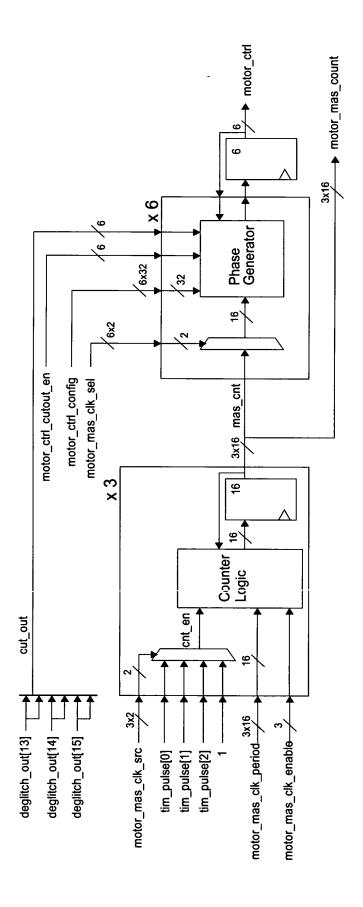


FIG. 58

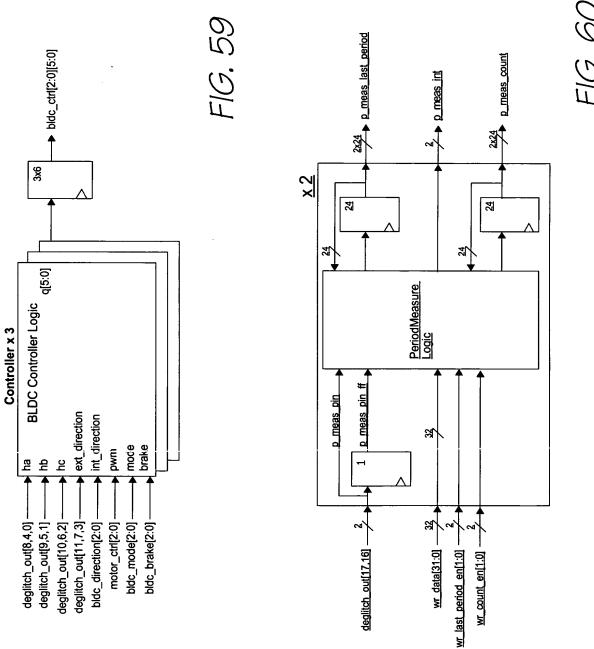


FIG. 60

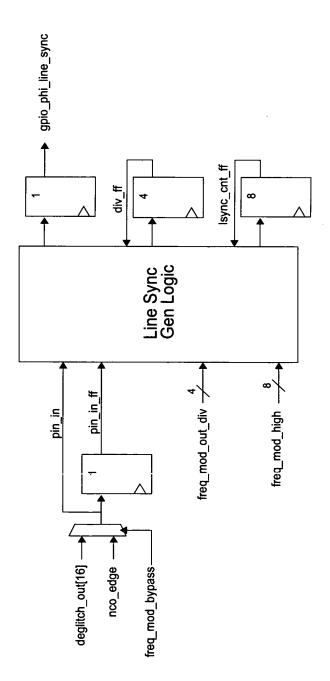


FIG. 0

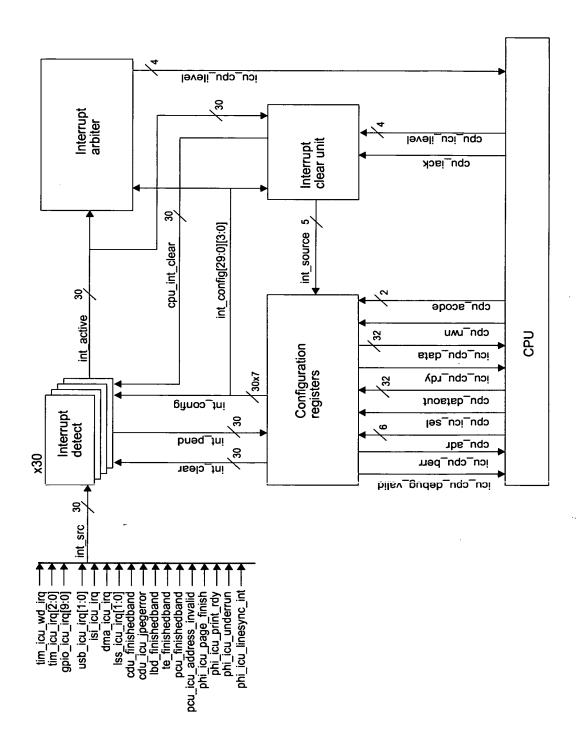
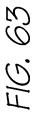
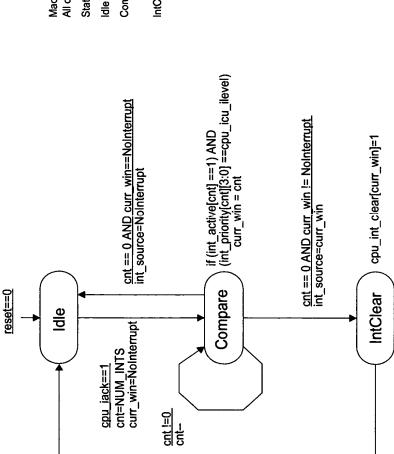


FIG. 62





All outputs are zero unless otherwise stated Machine remains in same state by default

State Description:

Normal Idle state idle:

Compare interrupt level. Determines the interrupt source Compare:

Interrupt clear, clear the pending bit for the IntClear:

current interrupt vector

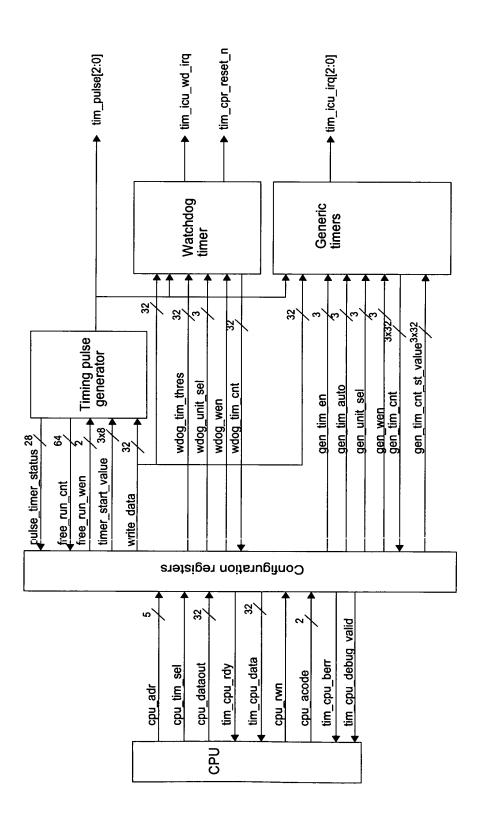


FIG. 63A

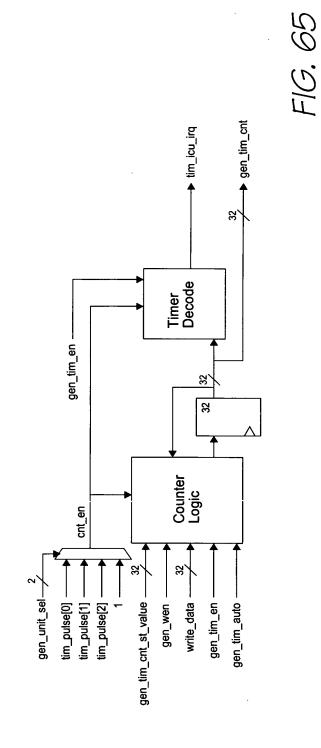


FIG. 64 → tim_cpr_reset_n → tim_icu_wd_irq → wdog_tim_cnt

Timer Decode

32 8

Counter Logic

8

write_data —

wdog_wen -

wdog_tim_thres

cut_en

tim_pulse[1] -

tim_pulse[2] -

tim_pulse[0] -

wdog_unit_sel___

56/331

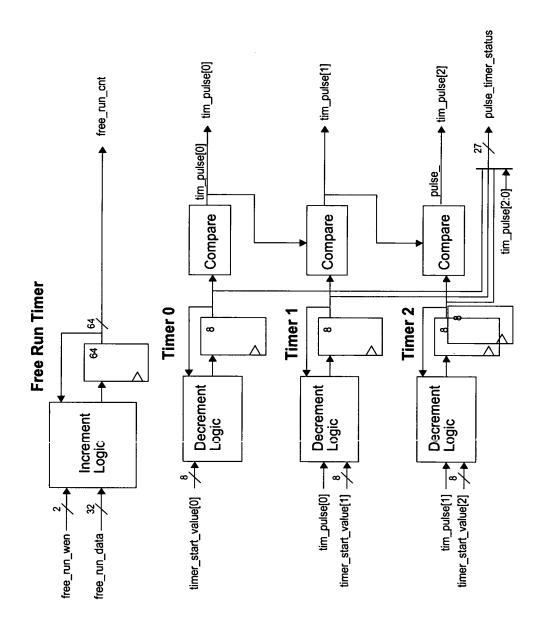


FIG. 66

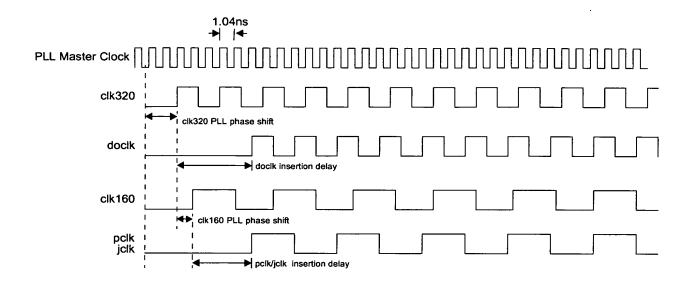


FIG. 67

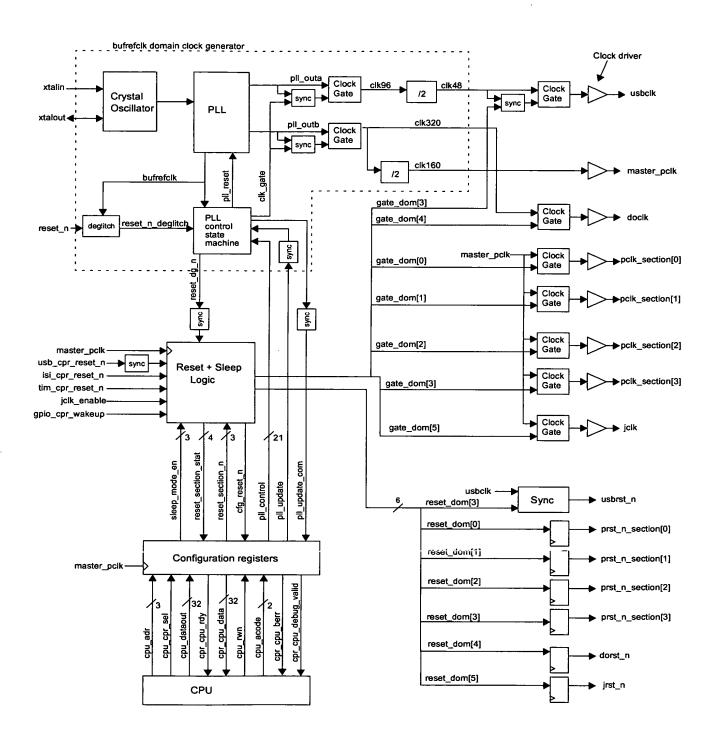


FIG. 68

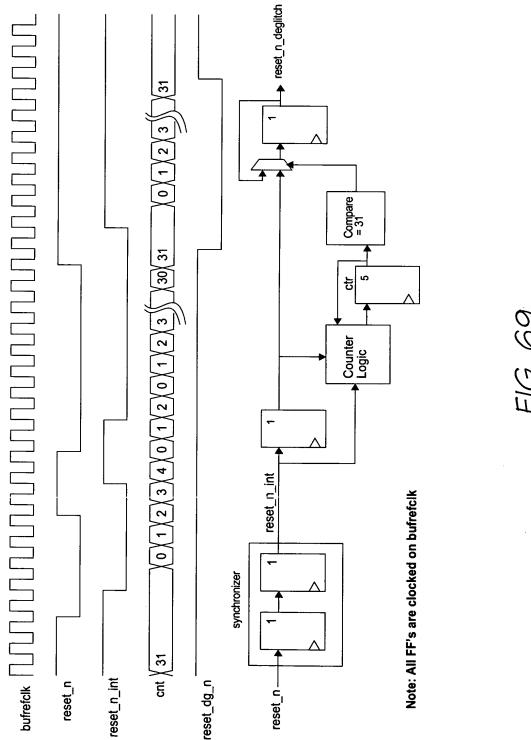
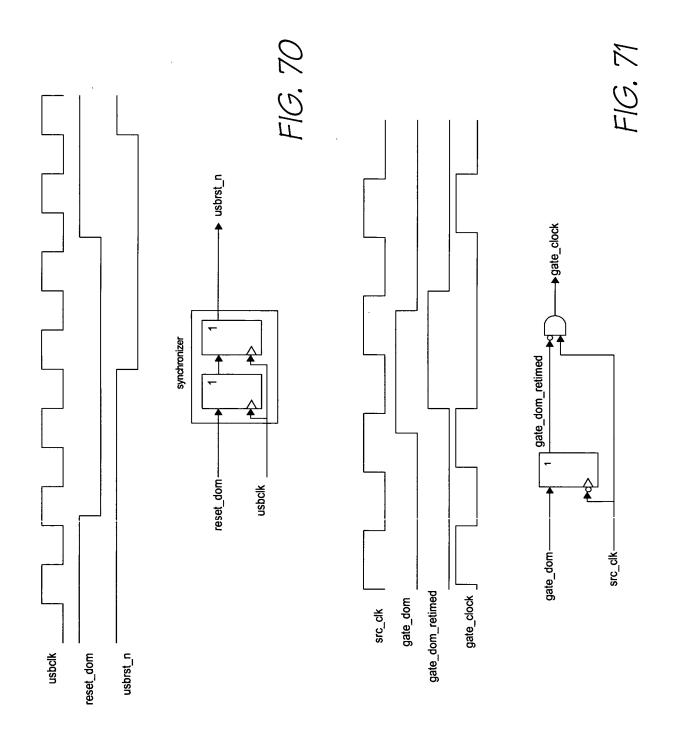
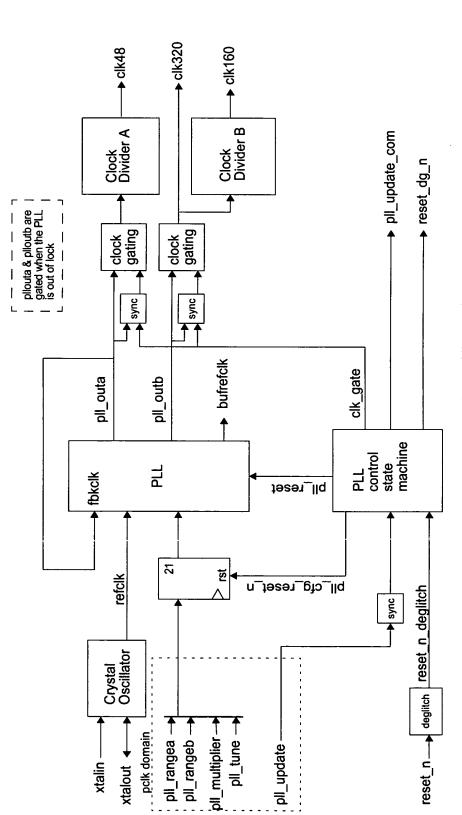


FIG. 69





Note: All logic clocked on bufrefclk unless otherwise indicated

FIG. 72

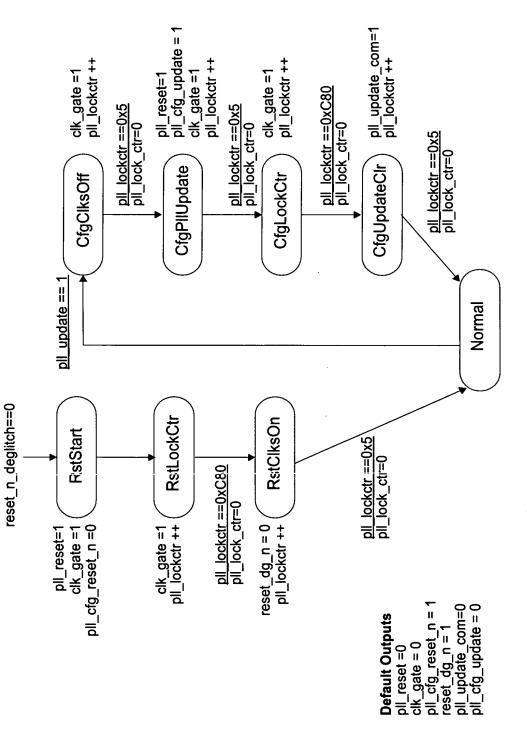


FIG. 73

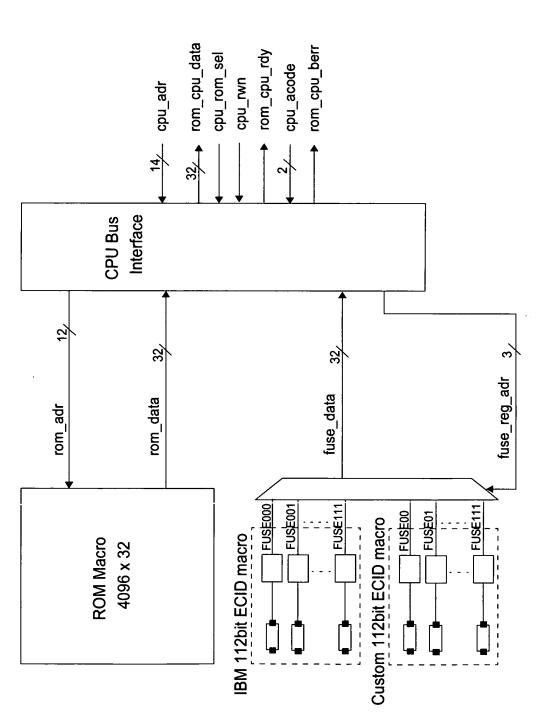


FIG. 74

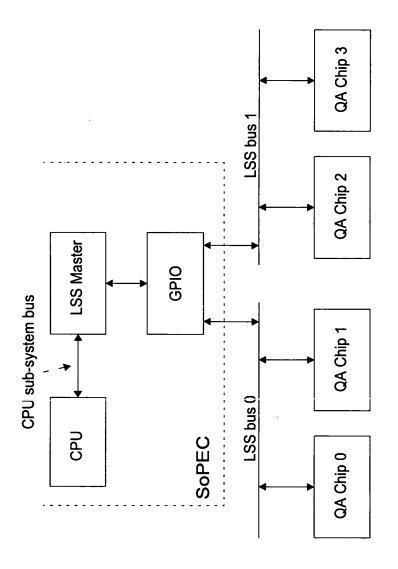
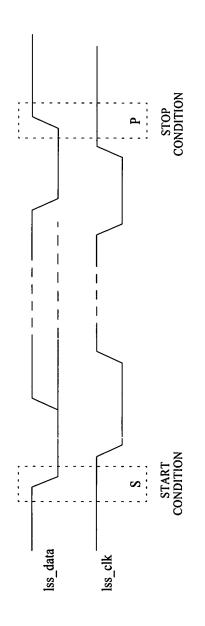
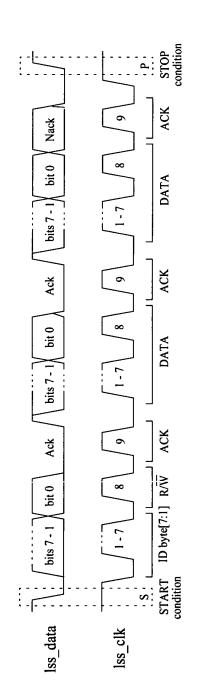


FIG. 75



F/0. 10



F1G. 77

S = Start condition
A = Ack
N = Nack
P = Stop condition
Shaded bits driven by slave Д 4 Data(8) Byte M A FIG. 78 Data(8) A A Data(8) Byte: 0 A 0 ID byte[7:1] ID byte[7:1] S

Byte M

Byte M-1

Byte 0

N = Nack
P = Stop condition
Shaded bits driven by slave S = Start condition A = Ack

Ы

Z

-- ► Data(8)

A

Data(8)

Data(8)

A

S

FIG. 79

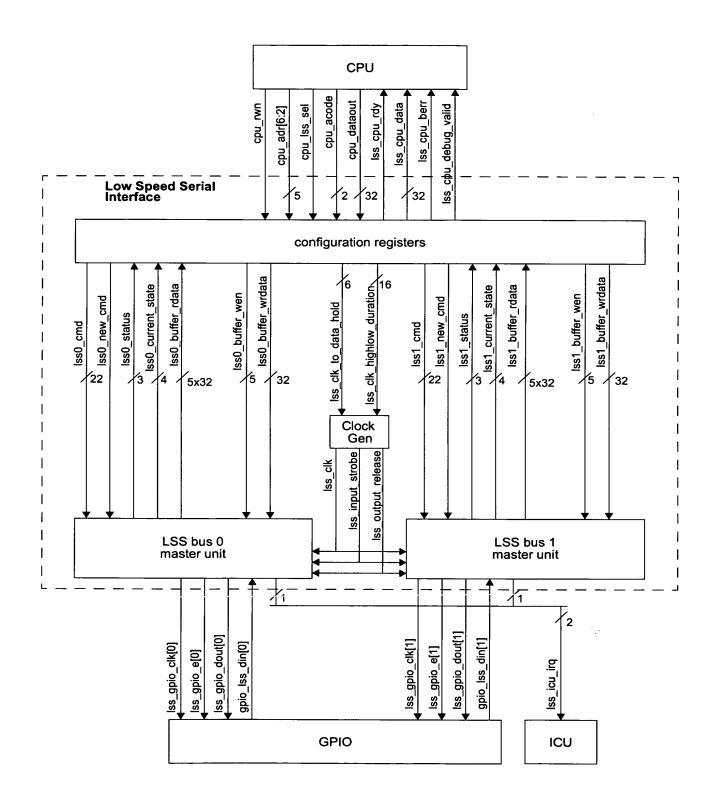


FIG. 80

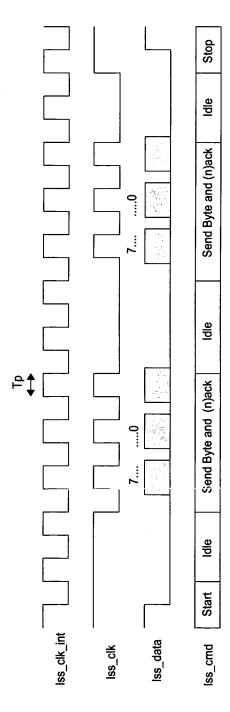
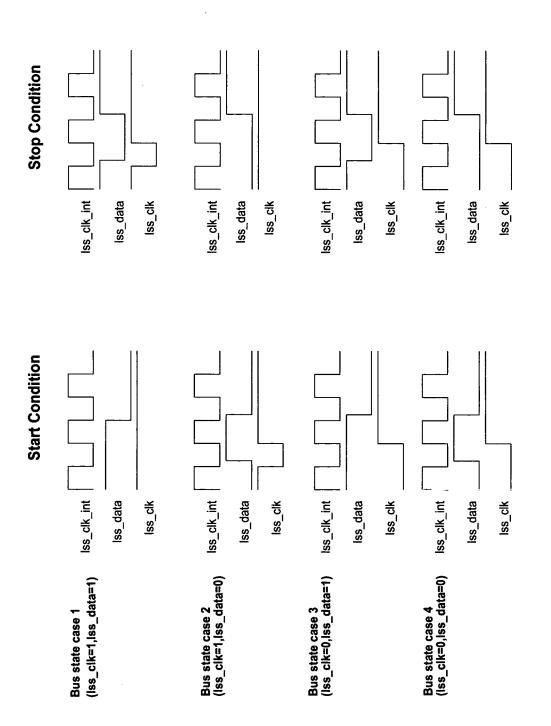


FIG. 81



F1G. 82

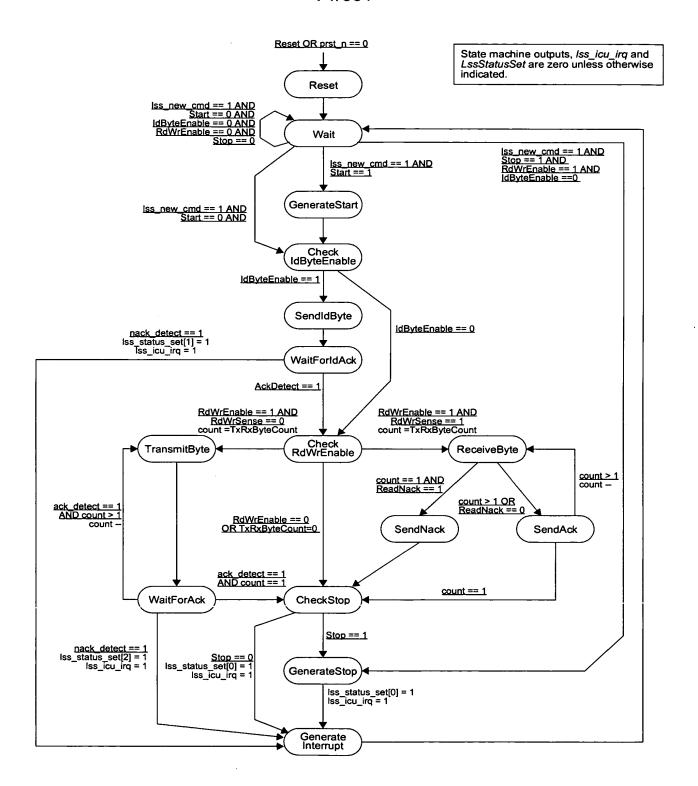
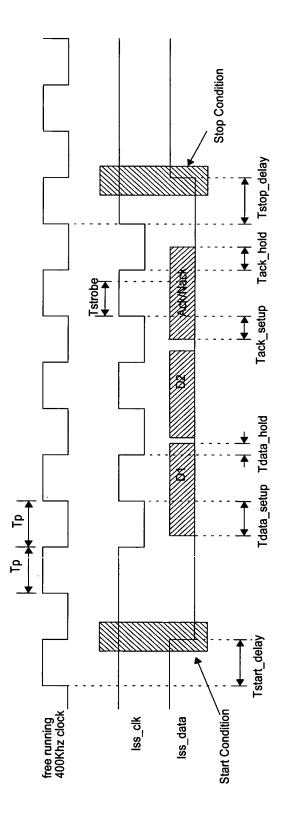


FIG. 83



F1G. 84

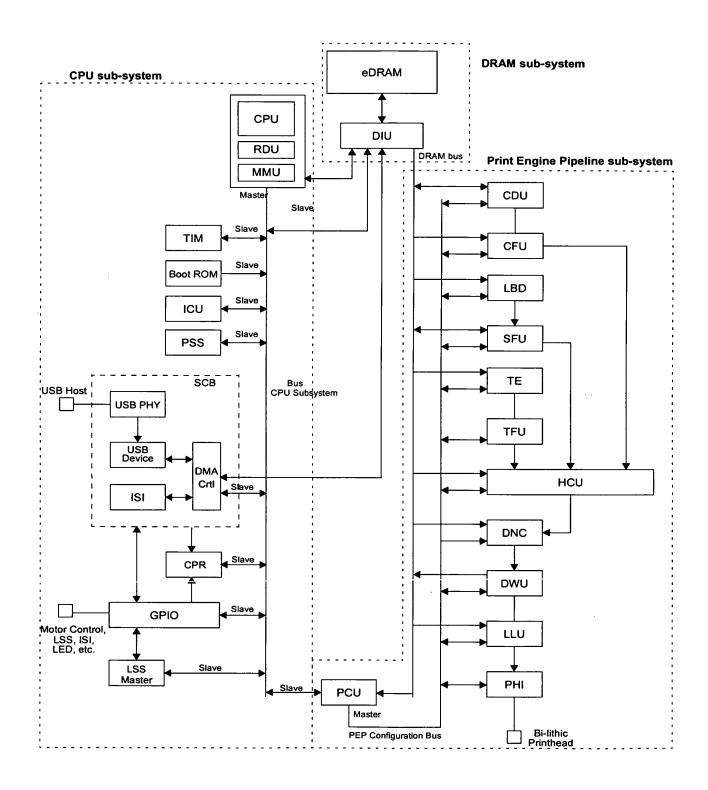


FIG. 85

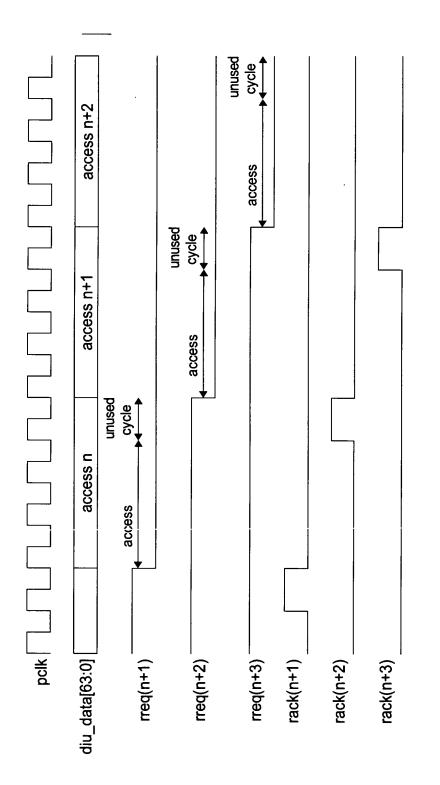
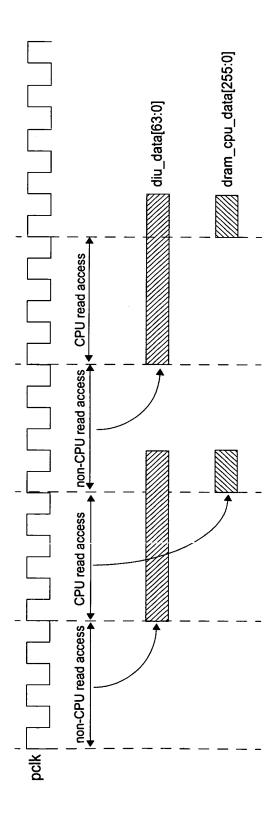


FIG. 86



F1G. 87

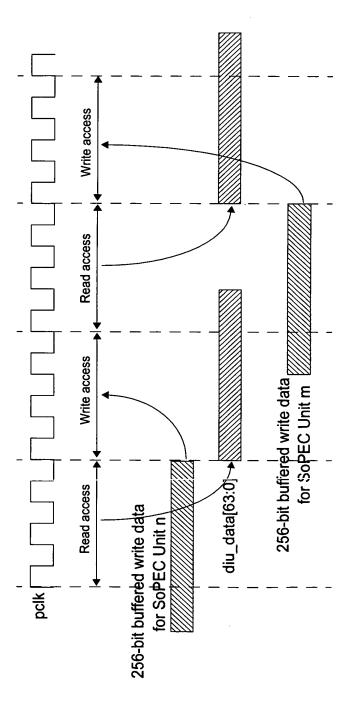
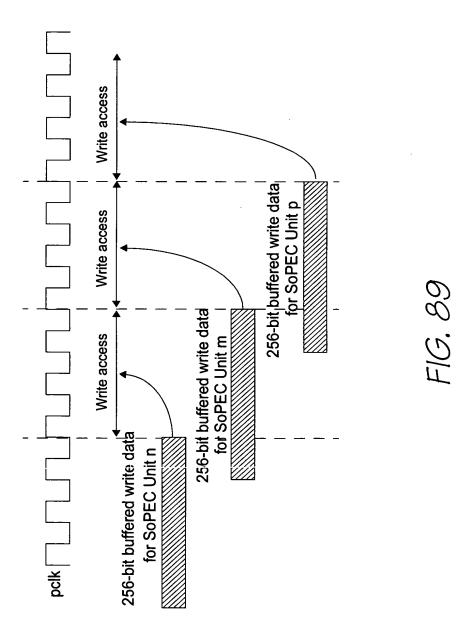


FIG. 88



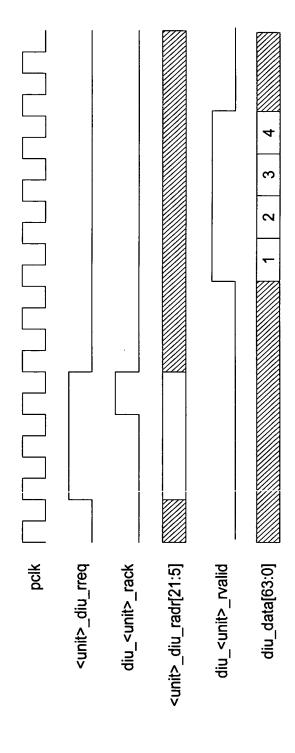


FIG. 90

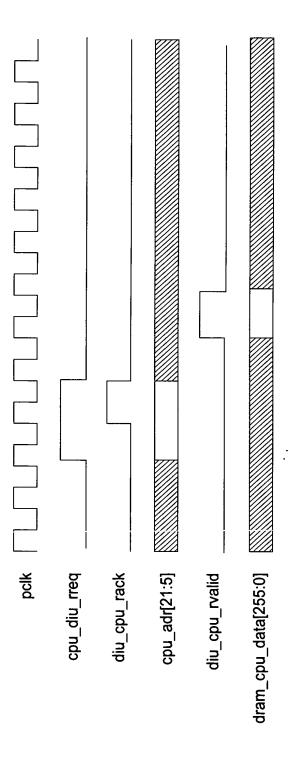


FIG. 91

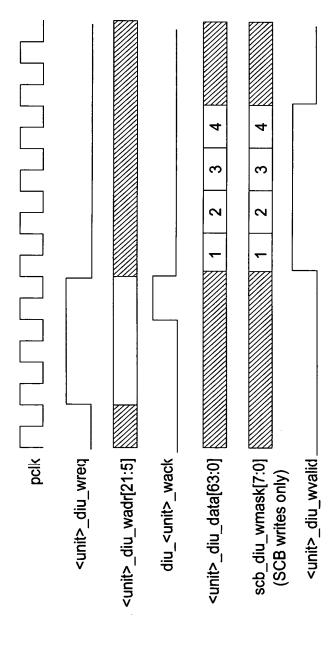


FIG. 92

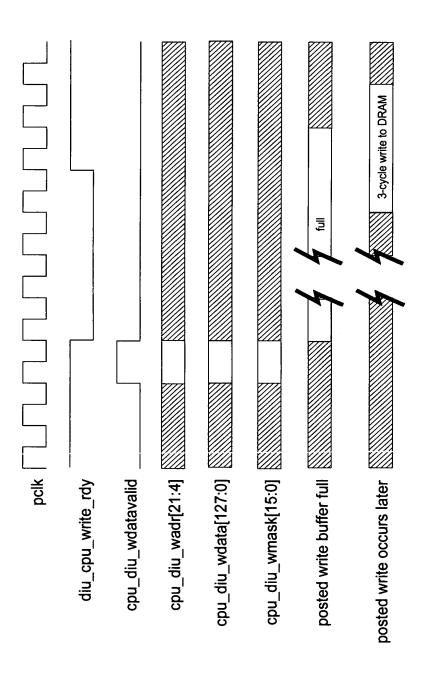
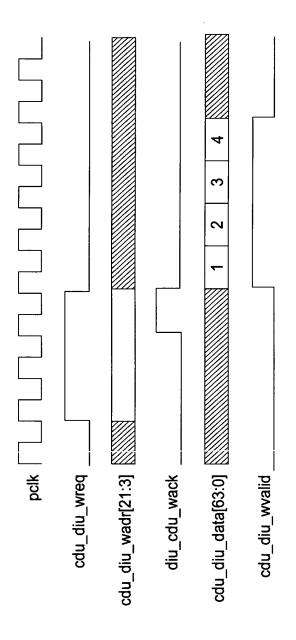


FIG. 93



F1G. 94

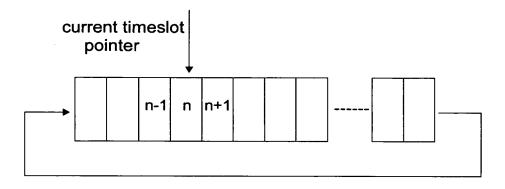


FIG. 95

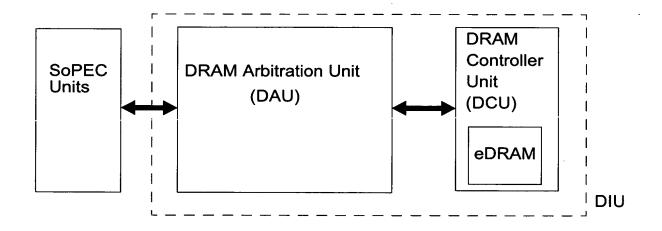


FIG. 100

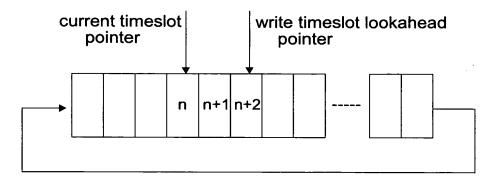


FIG. 96

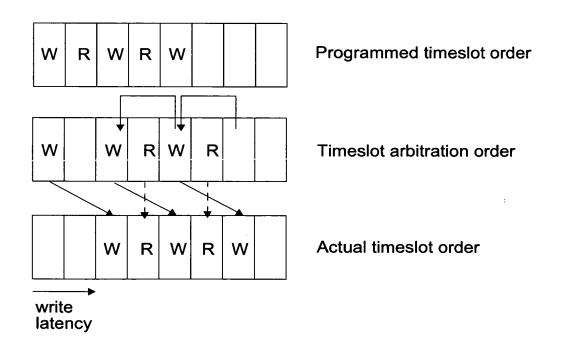


FIG. 97

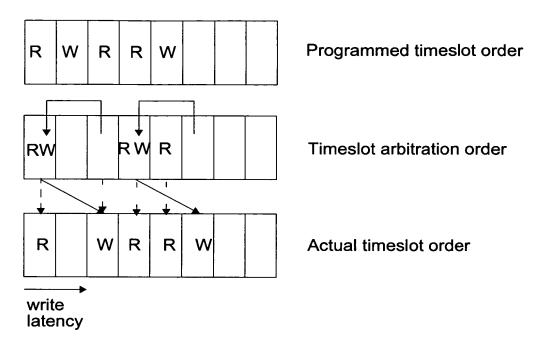


FIG. 98

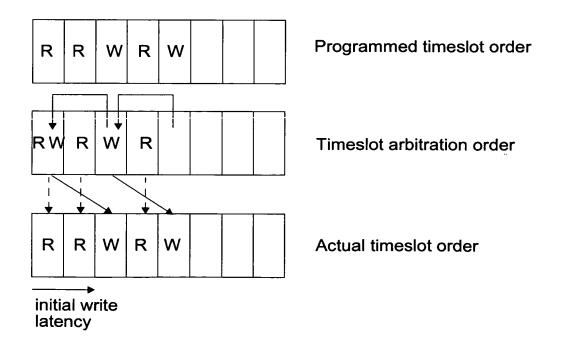


FIG. 99

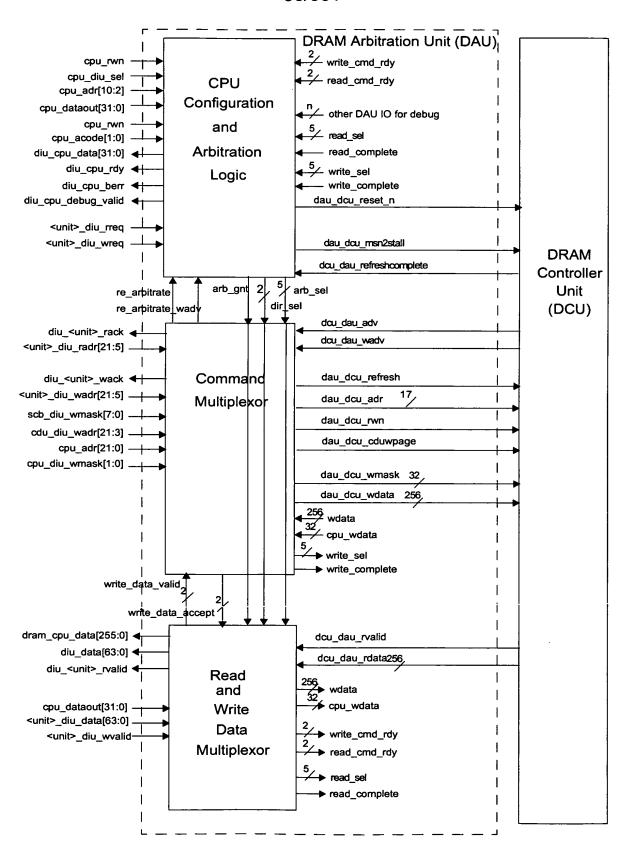


FIG. 101

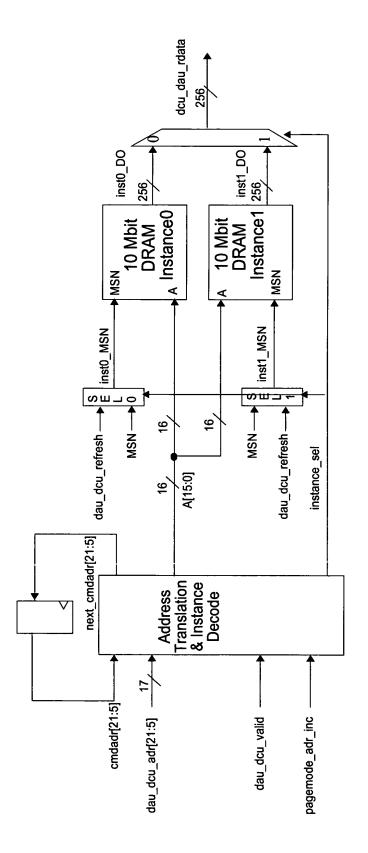


FIG. 102

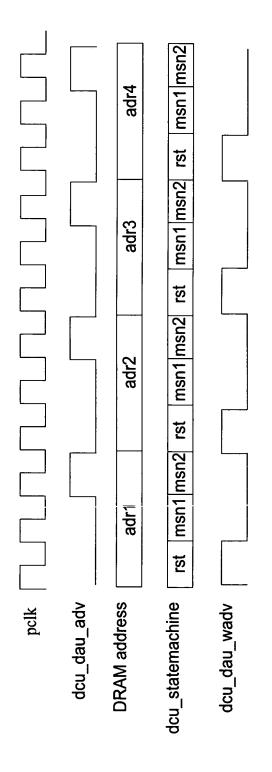


FIG. 103

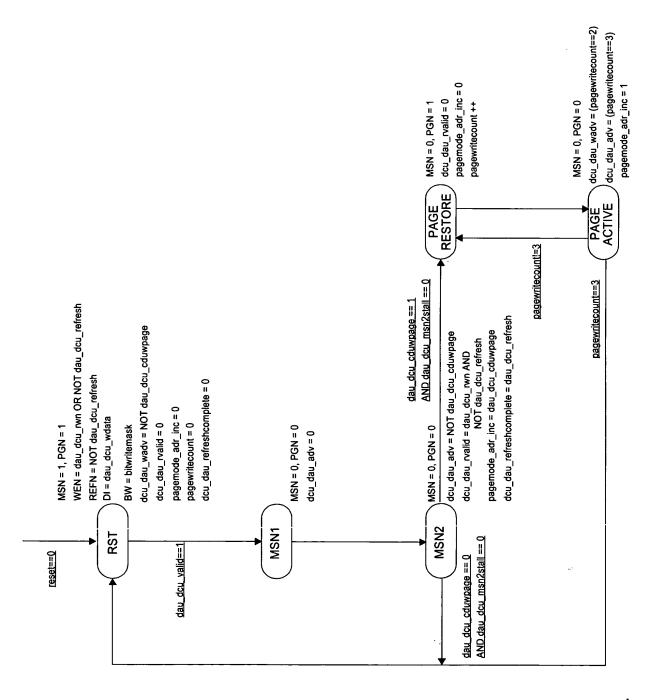


FIG. 104

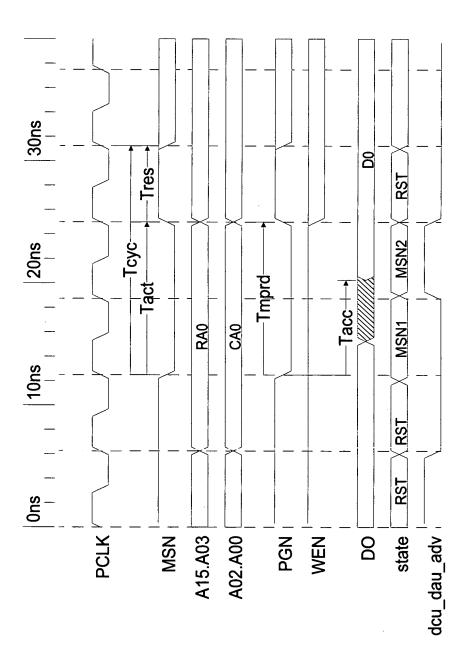


FIG. 105

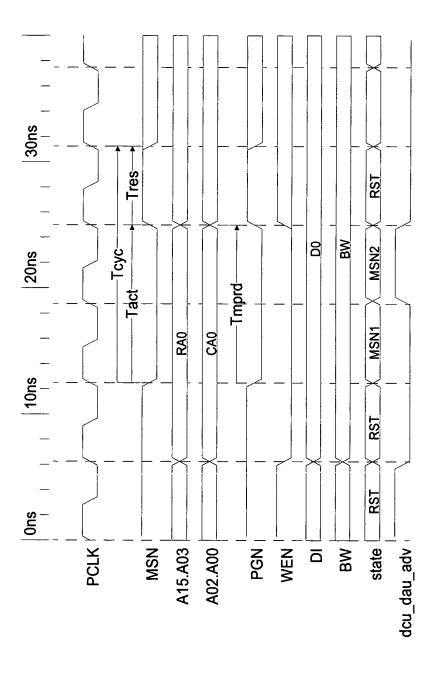


FIG. 106

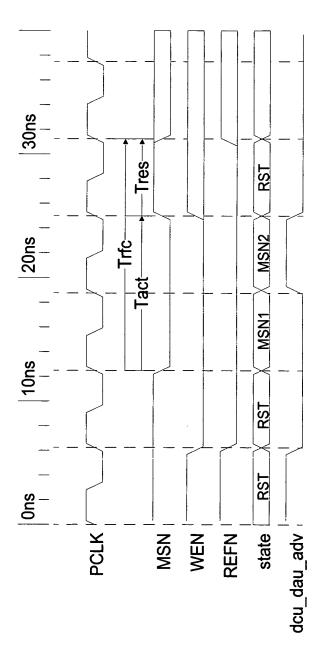


FIG. 107

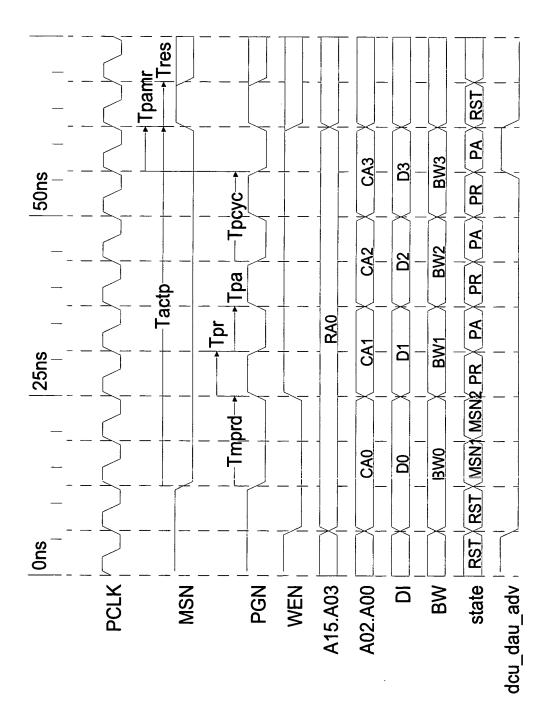


FIG. 108

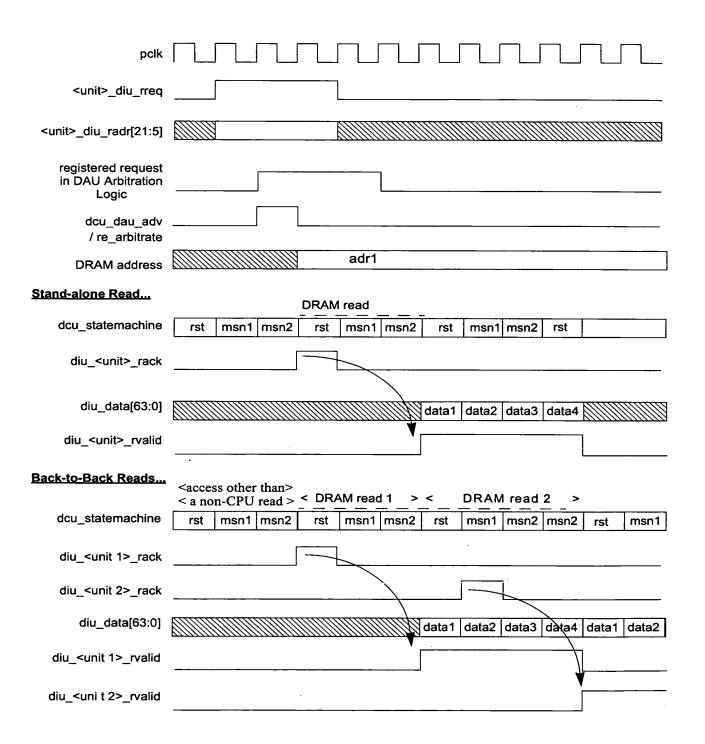


FIG. 109

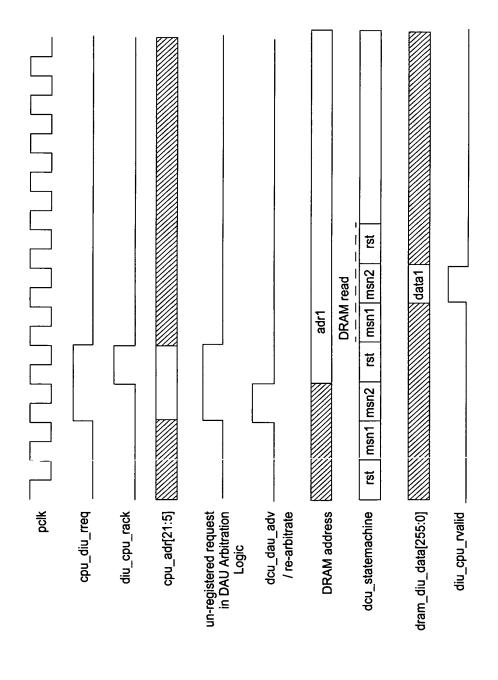
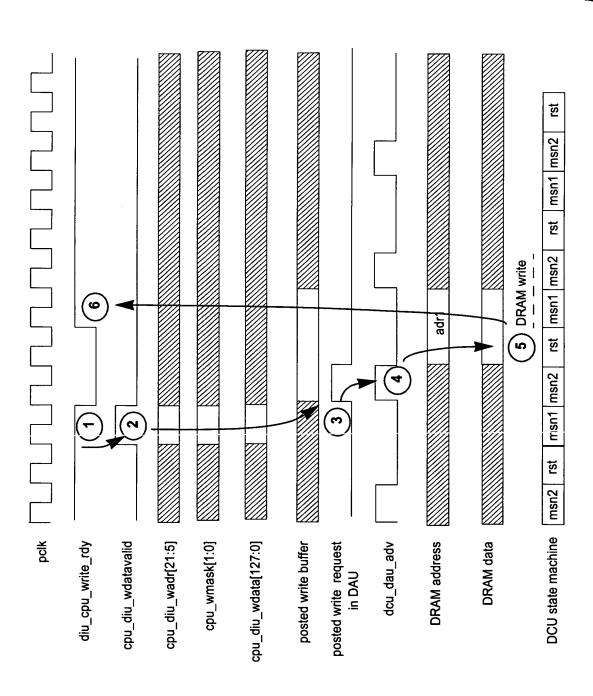
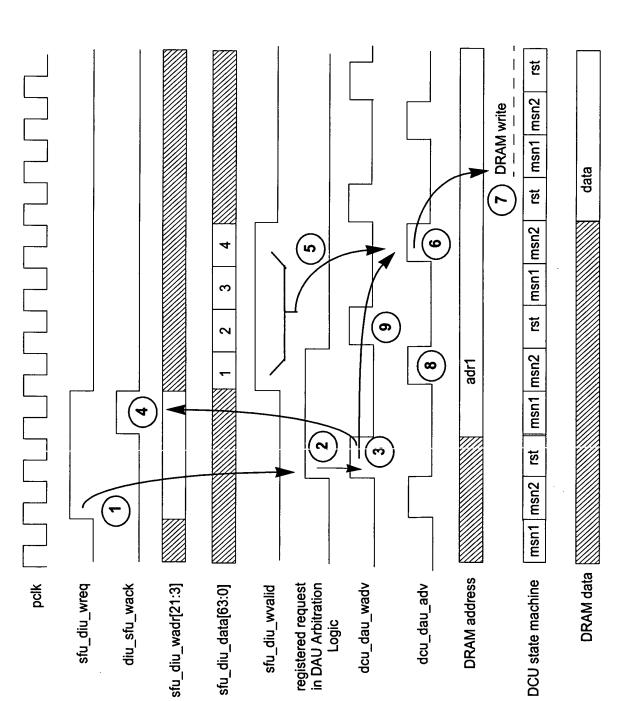


FIG. 110

logic delay	(Sign of Sign	CPU generates request	CPU generates request Arbitration occurs
	in AHB bridge	<u> </u>	•
read data in AHB br			
access (MSN2)		†	†
		su	Su
access (MSN1)			_ Tacc = 8
setup cycle	(BCT)	(RST)	(RST)
logic delay	_	U nerates uest	GPU generates request Arbitration occurs

FIG. 11





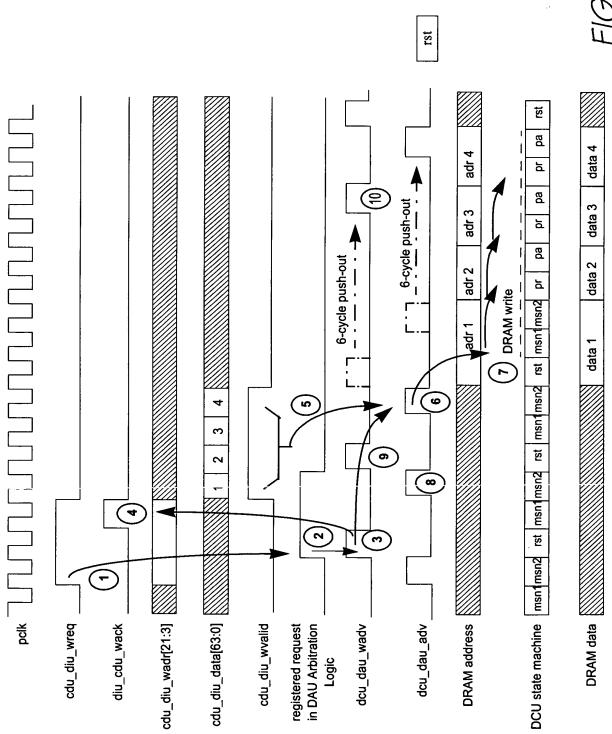
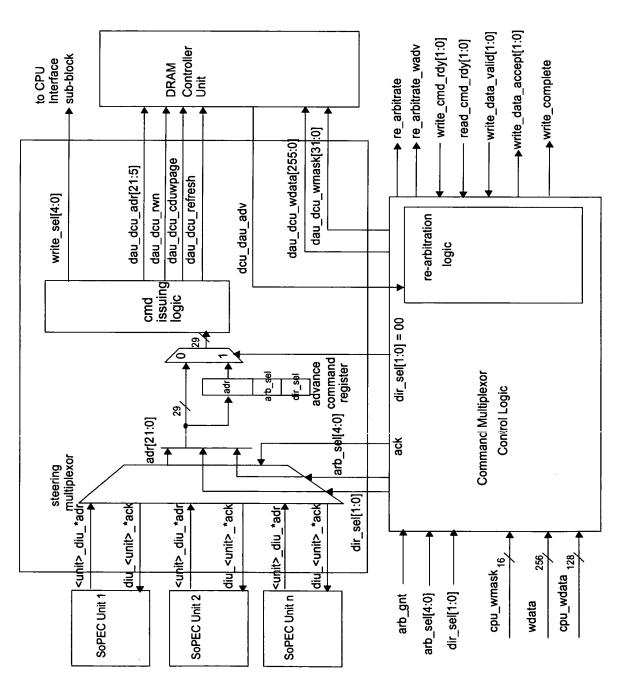


FIG. 114



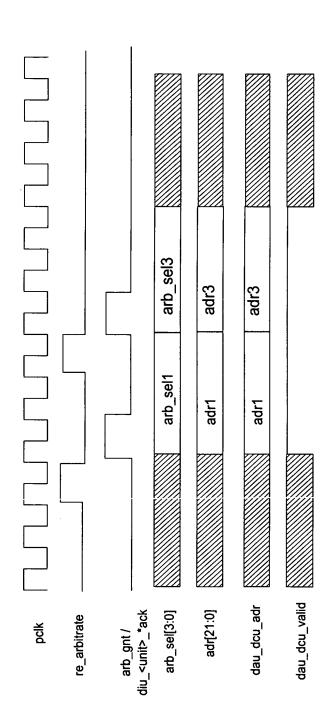


FIG. 116

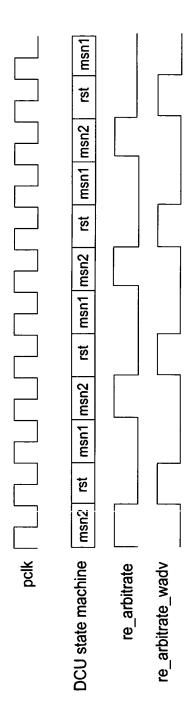


FIG. 117

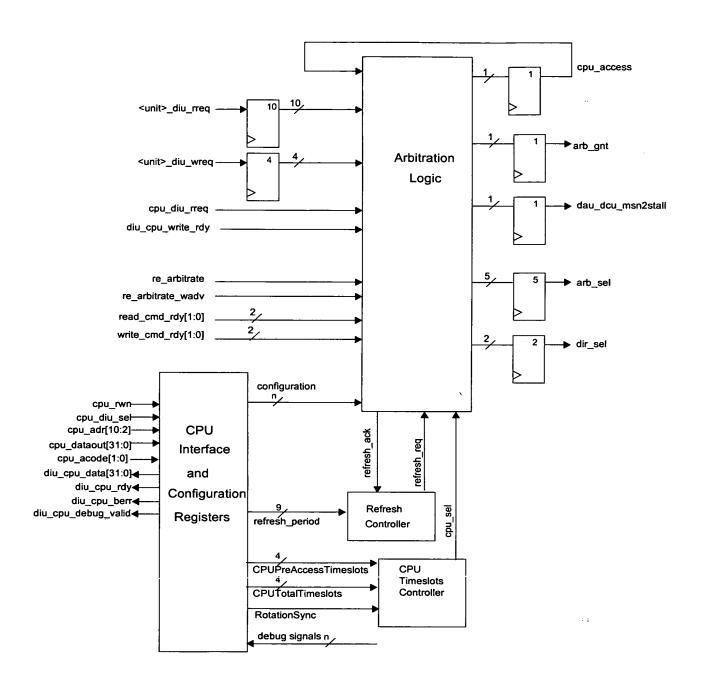


FIG. 118

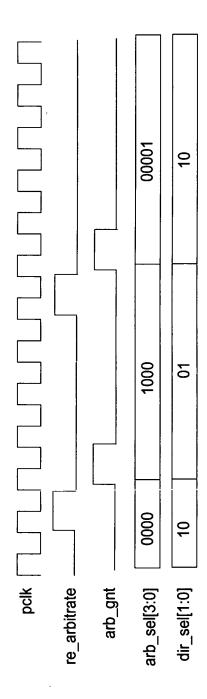


FIG. 119

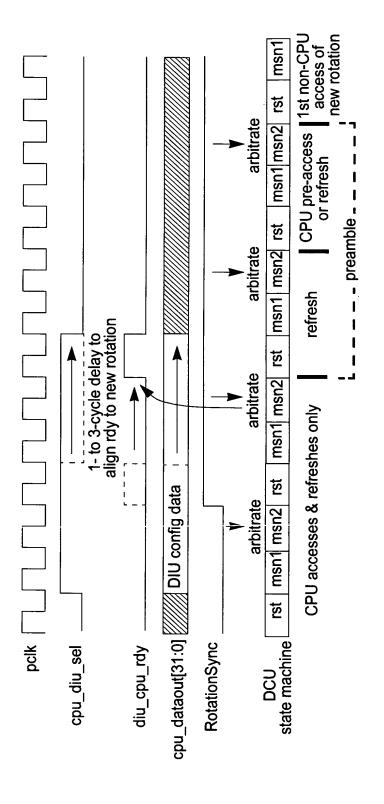


FIG. 120

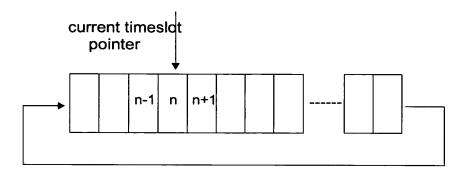


FIG. 121

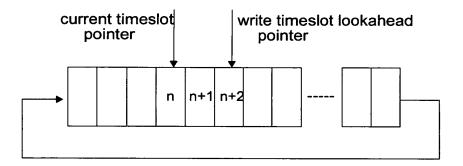


FIG. 122

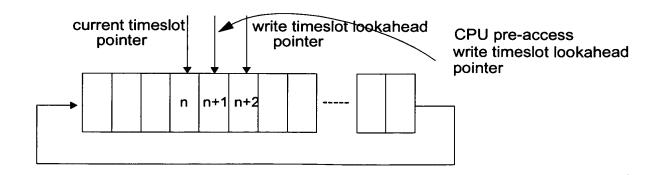


FIG. 123

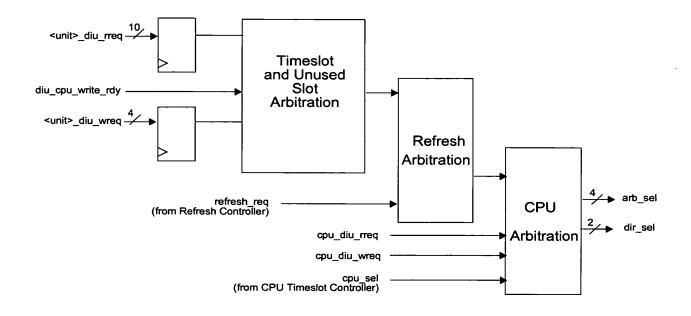


FIG. 124

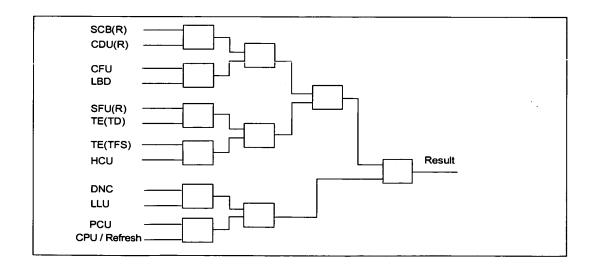
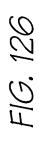
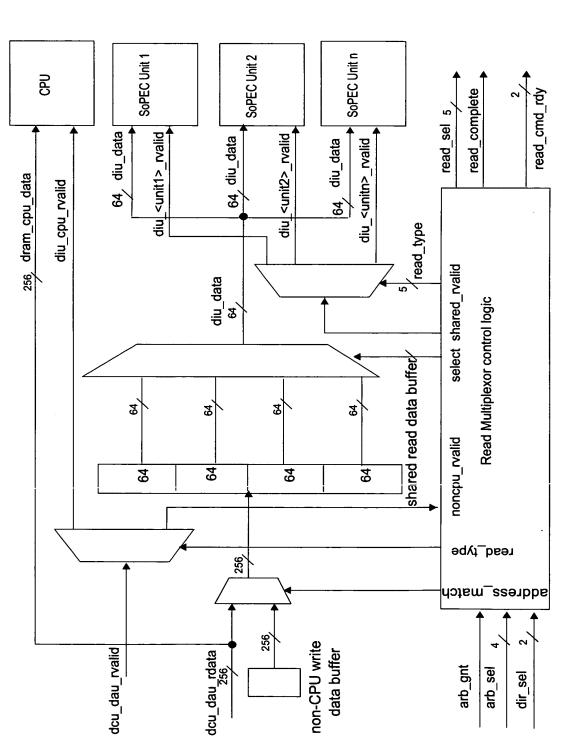


FIG. 125





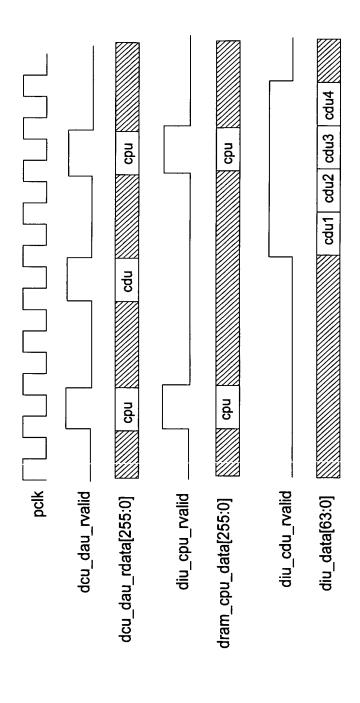


FIG. 127

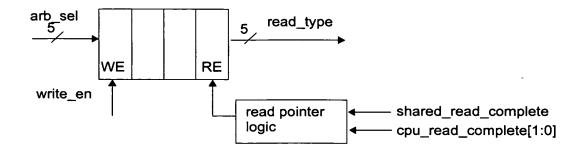


FIG. 128

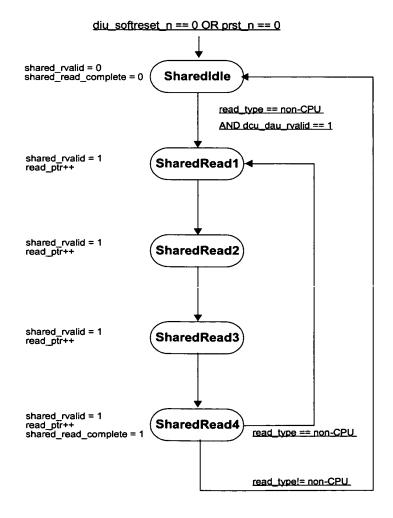


FIG. 129

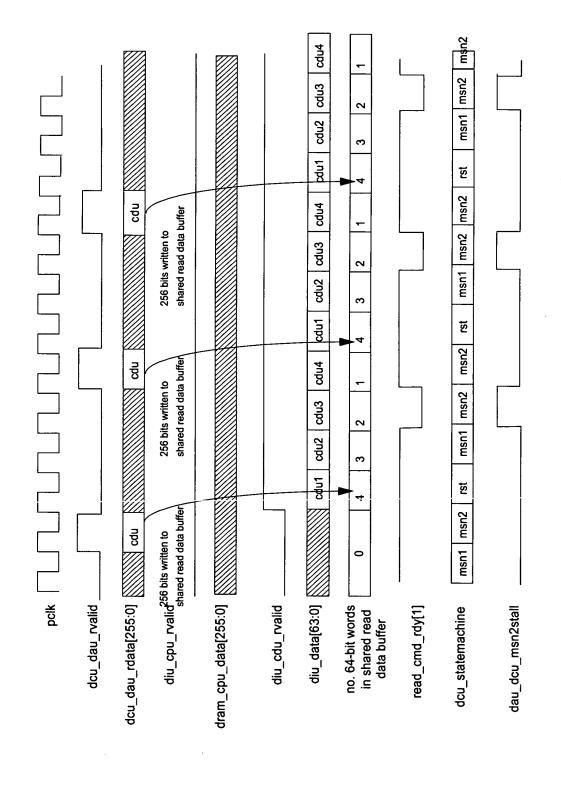


FIG. 130

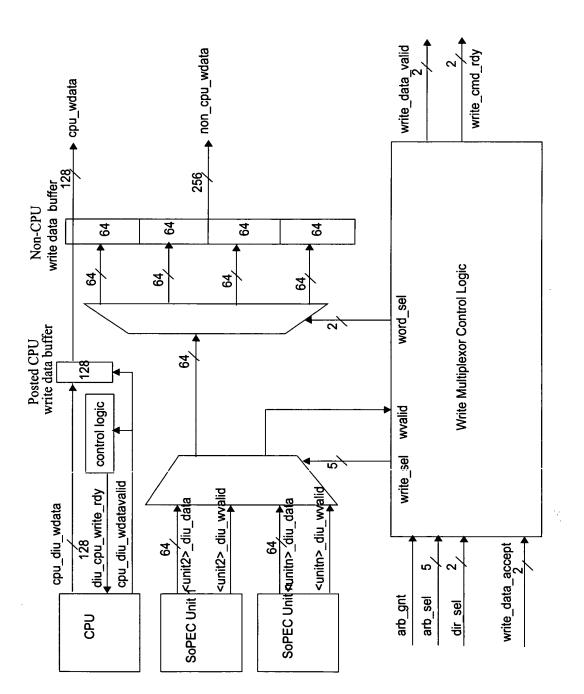


FIG. 131

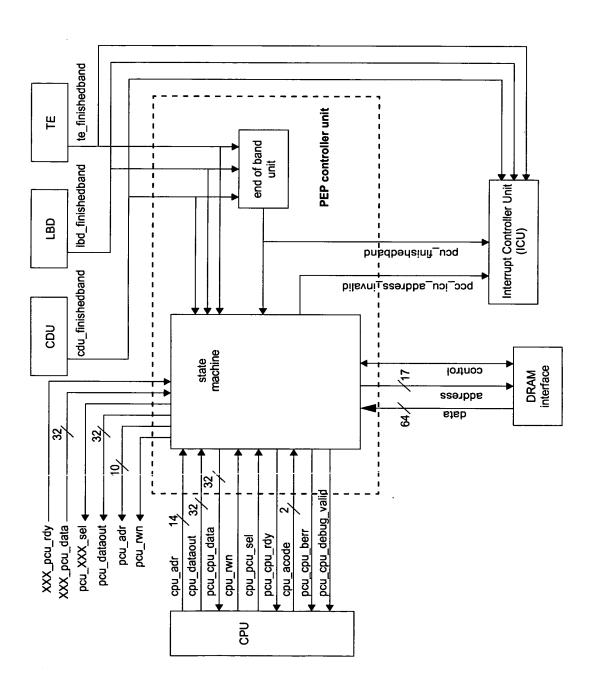


FIG. 132

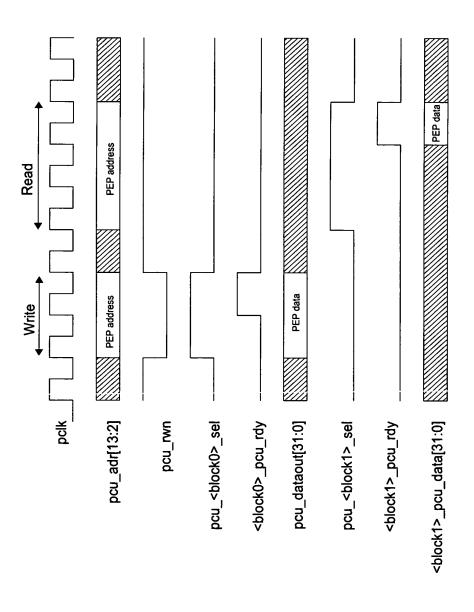


FIG. 133

State Machine A

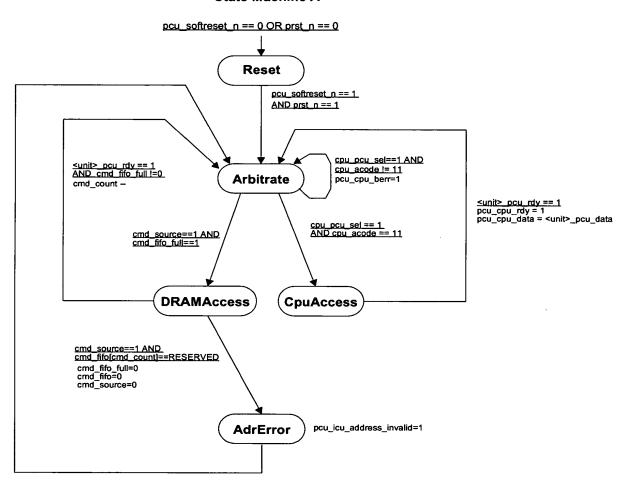


FIG. 134

State Machine B

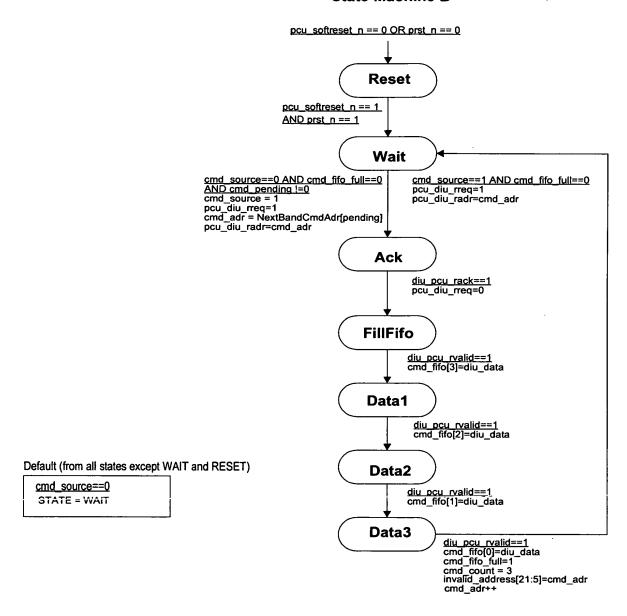


FIG. 135

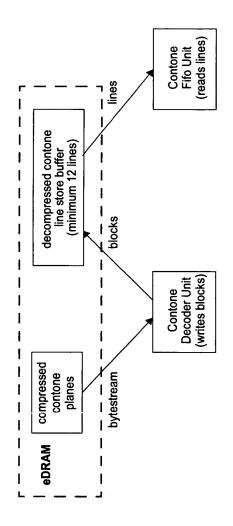


FIG. 136

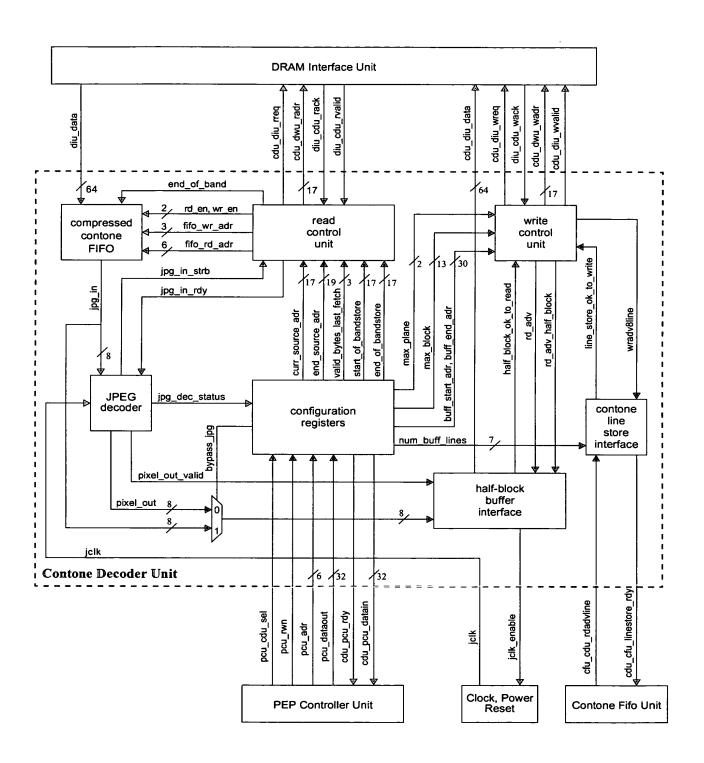


FIG. 137

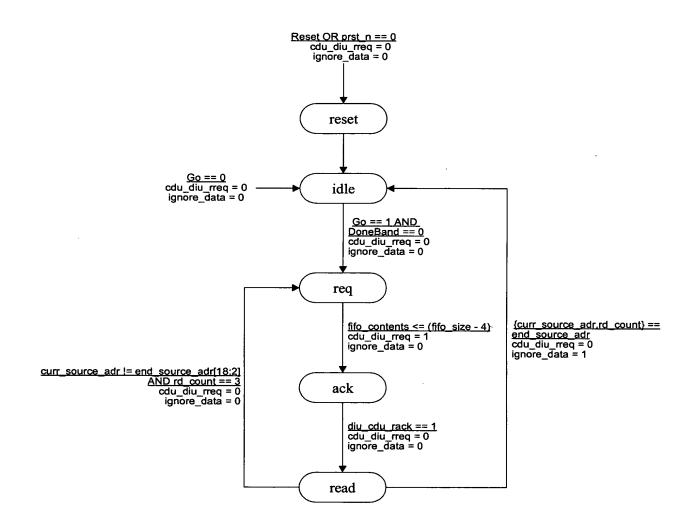


FIG. 138

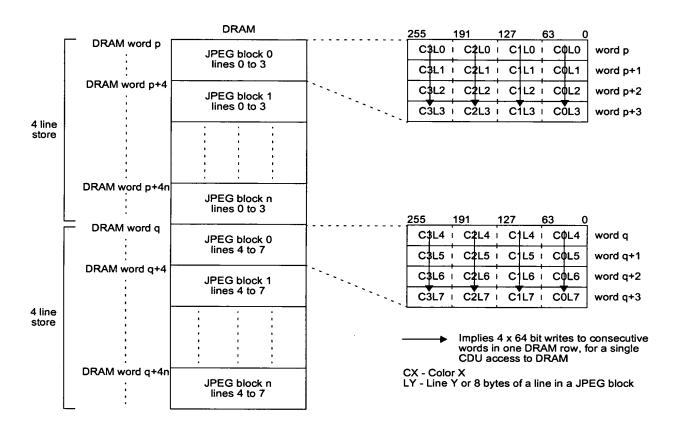
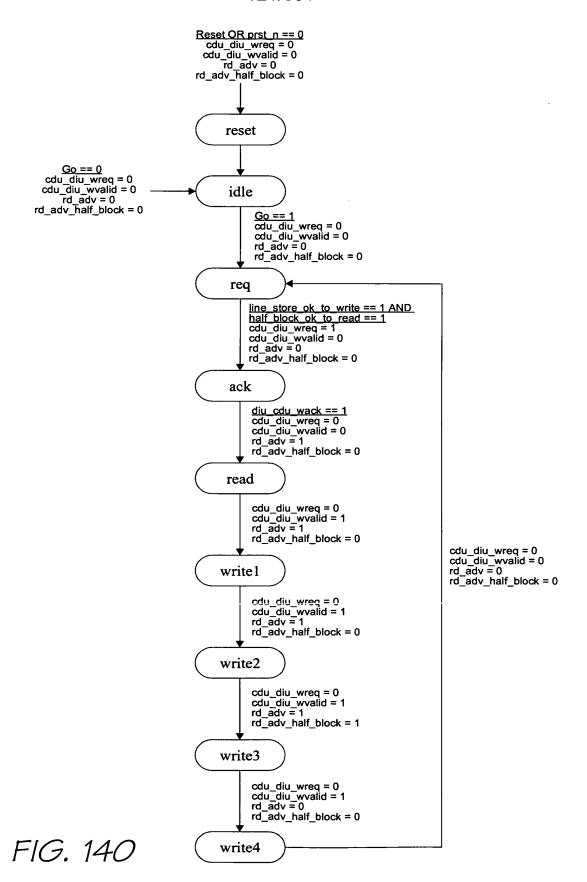


FIG. 139

121/331



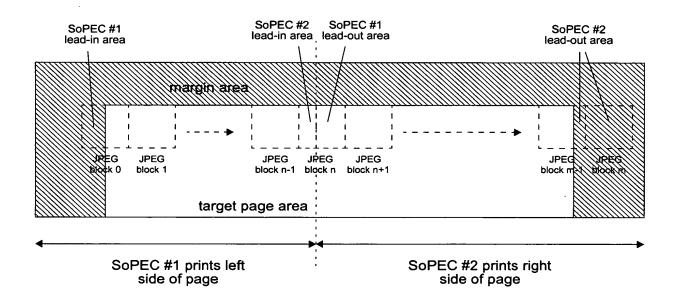


FIG. 141

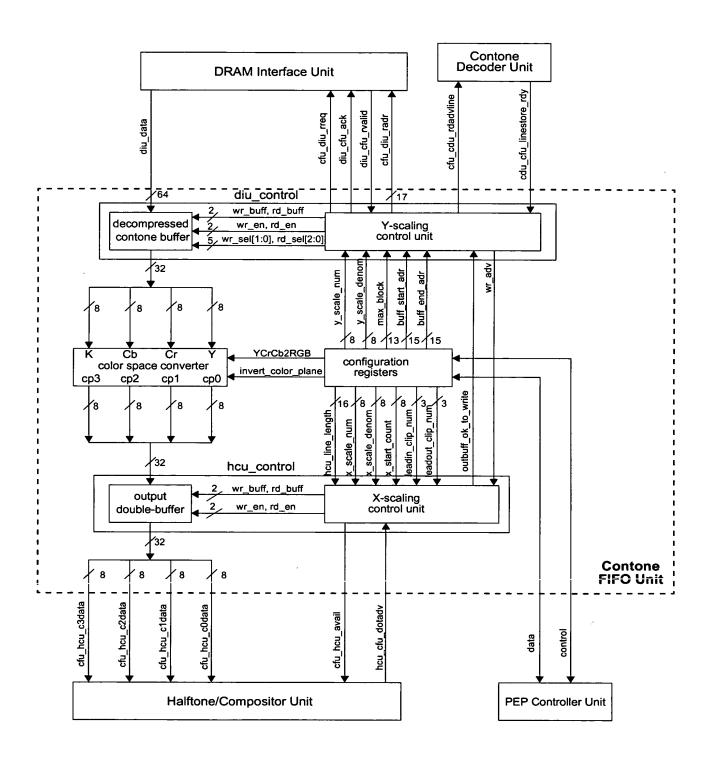


FIG. 142

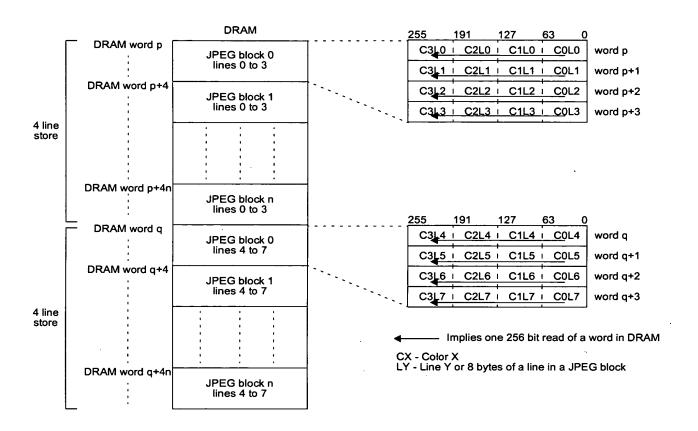


FIG. 143

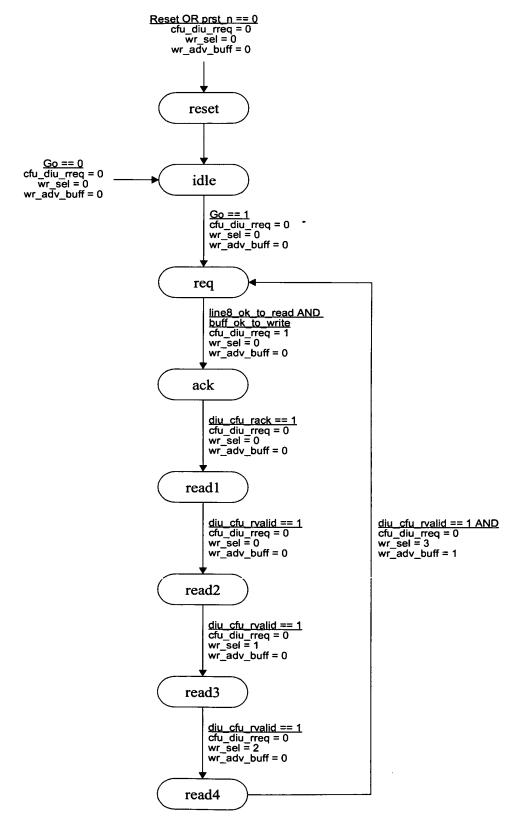


FIG. 144

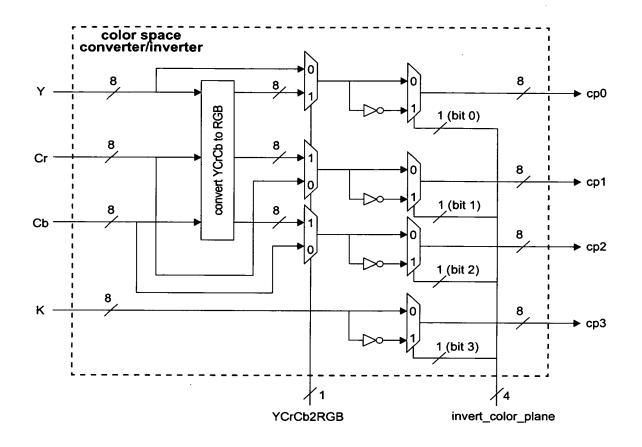


FIG. 145

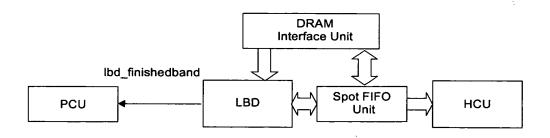


FIG. 146

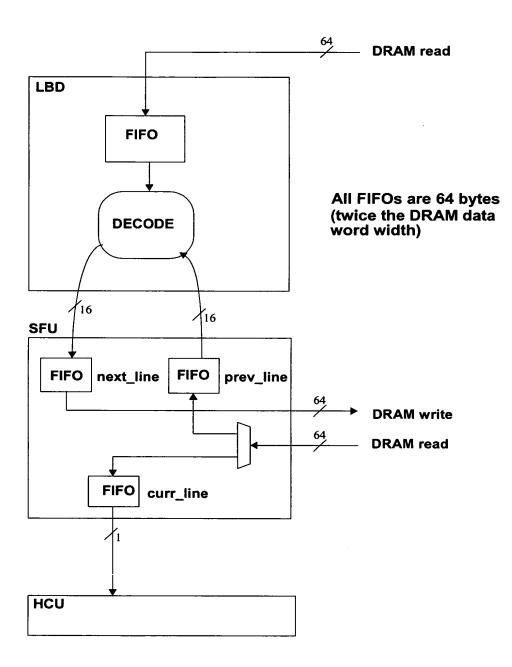


FIG. 147

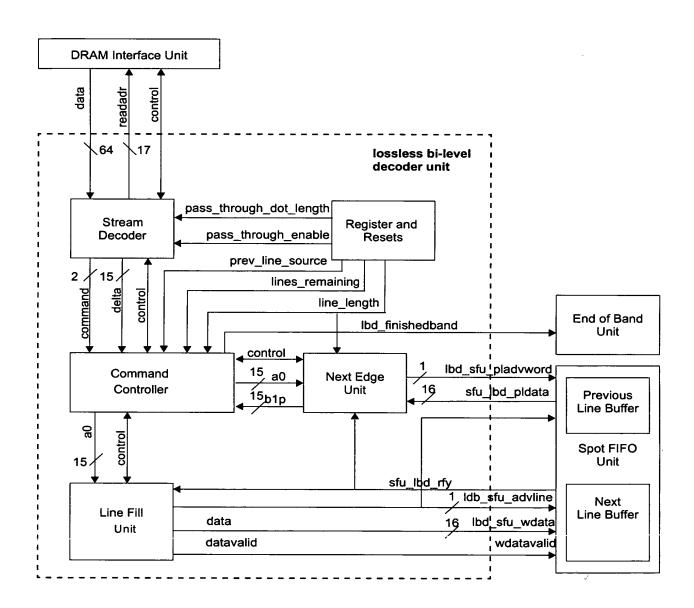


FIG. 148

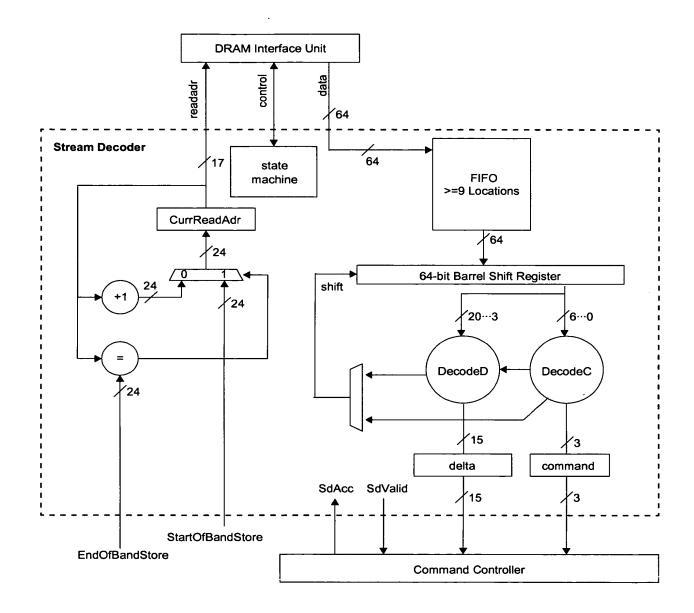


FIG. 149

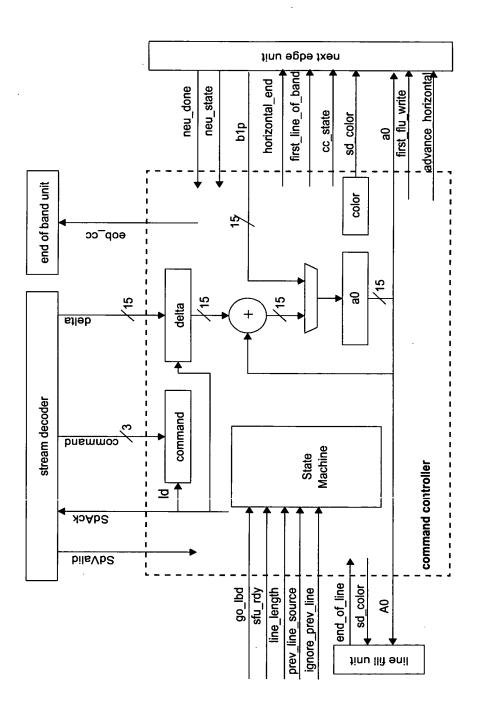


FIG. 150

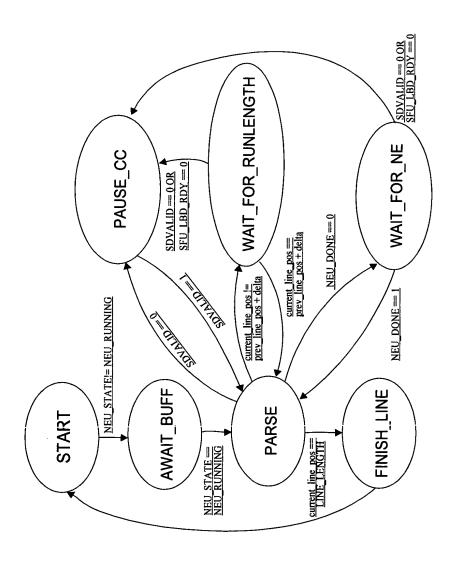


FIG. 151

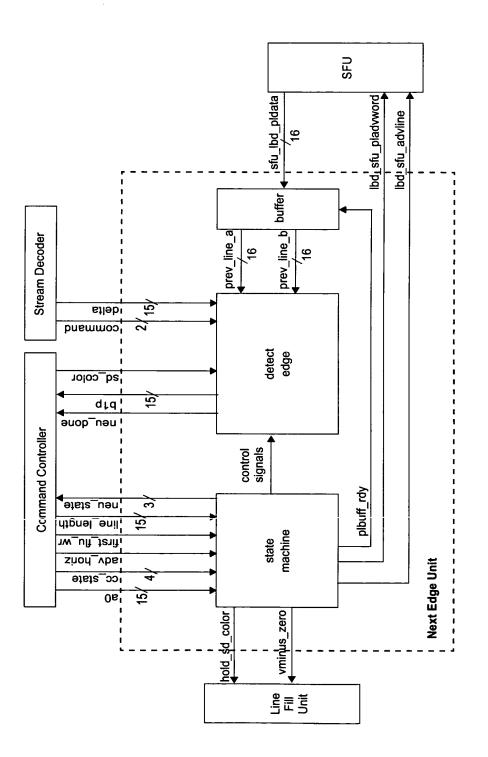


FIG. 152

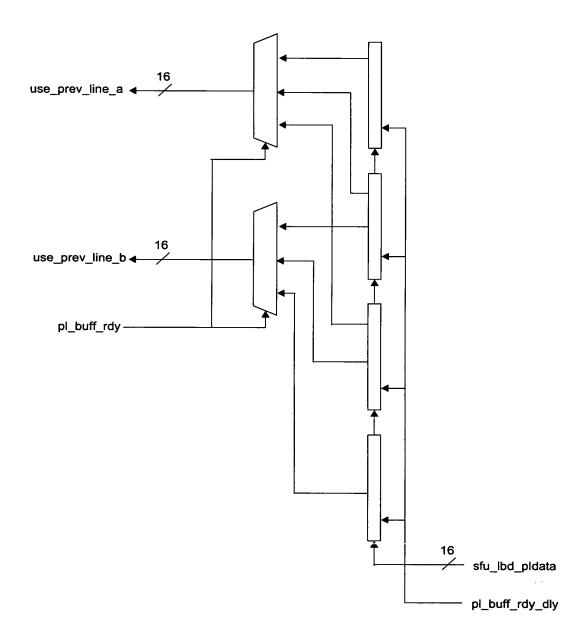


FIG. 153

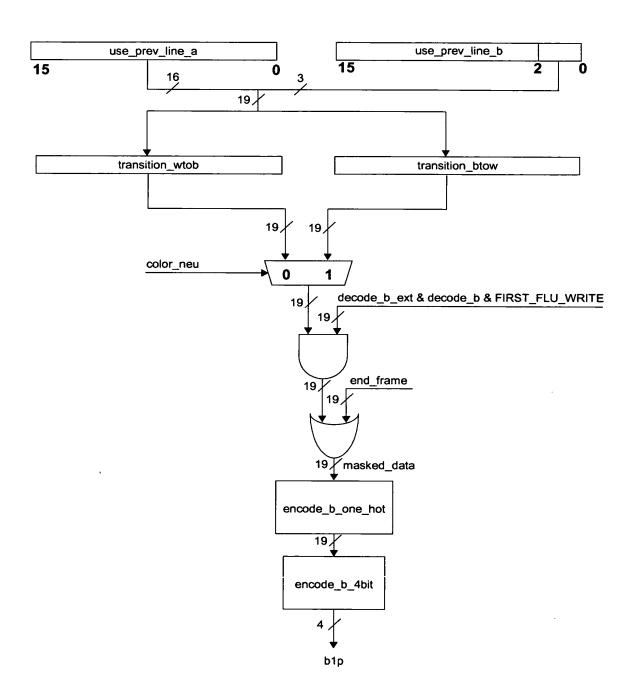


FIG. 154

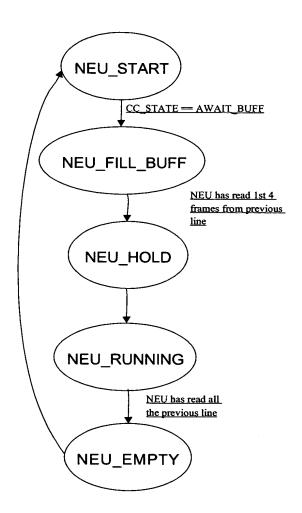


FIG. 155

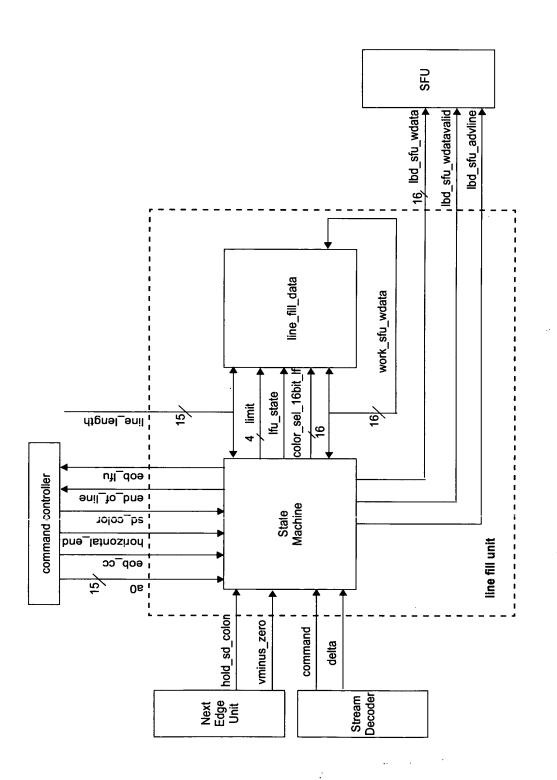


FIG. 156

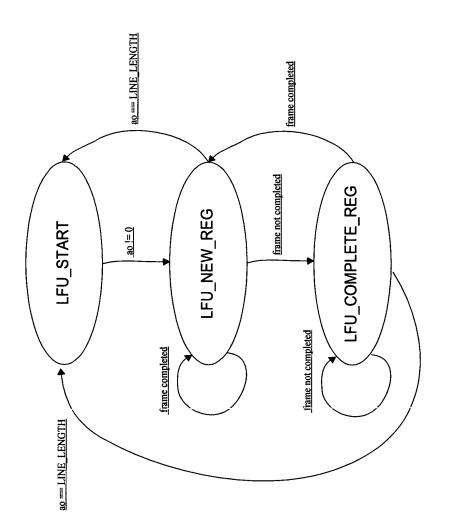


FIG. 157

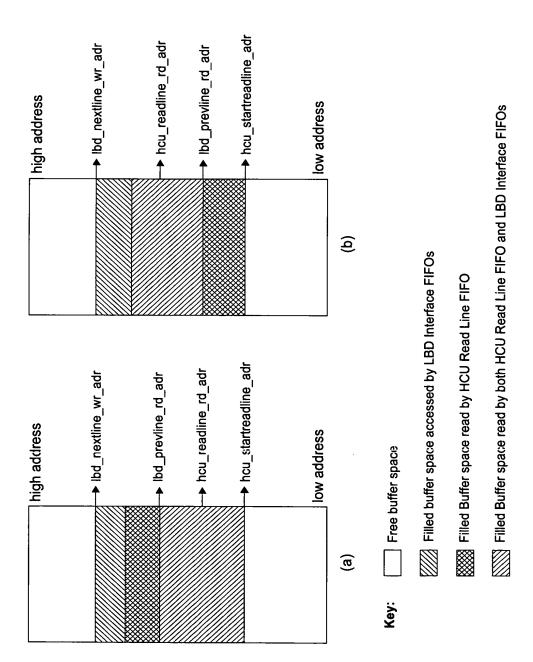


FIG. 158

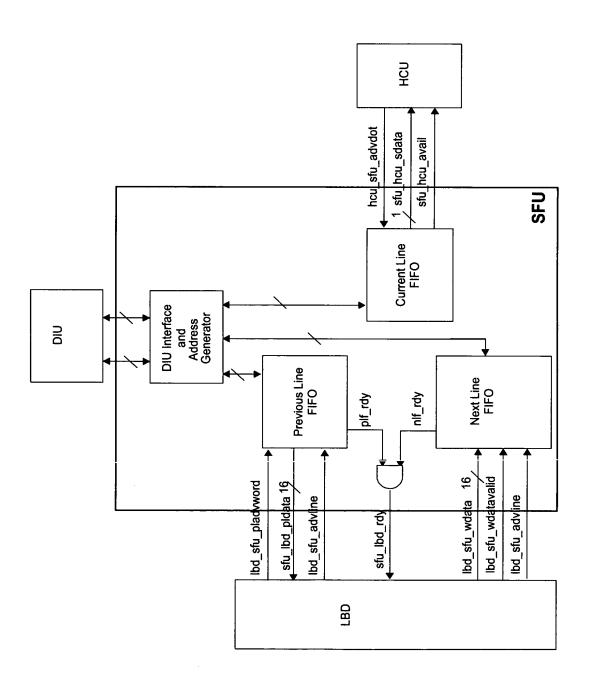


FIG. 159

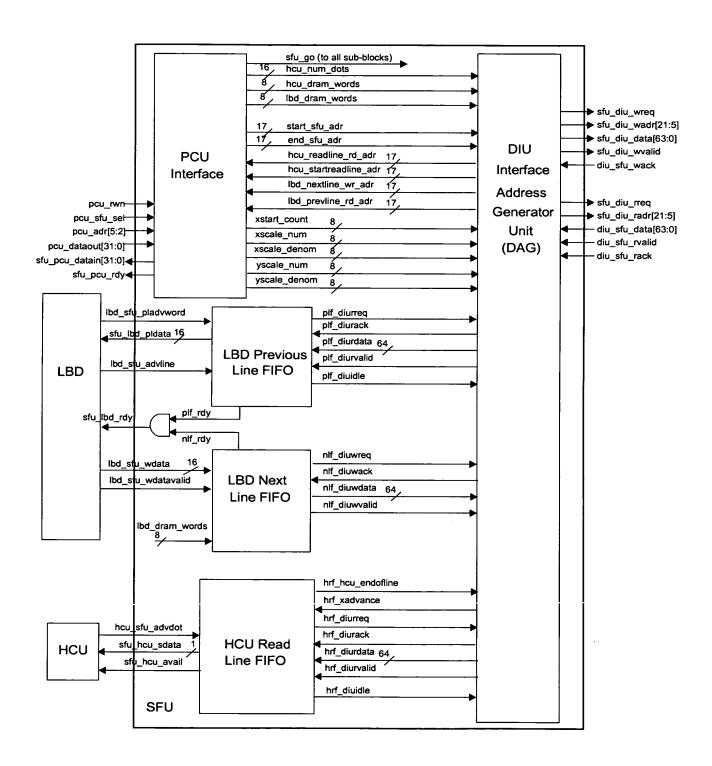


FIG. 160

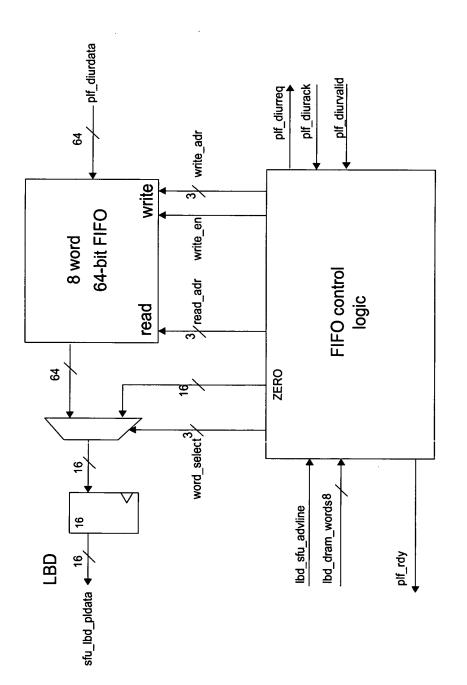


FIG. 161

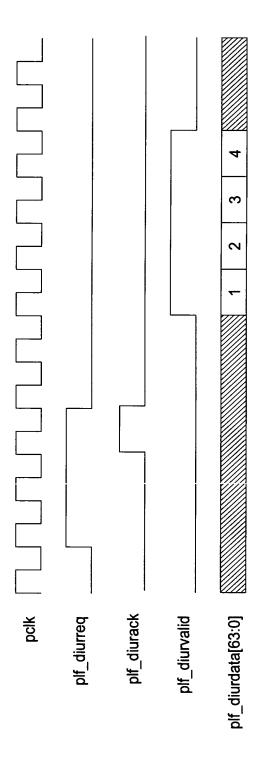


FIG. 162

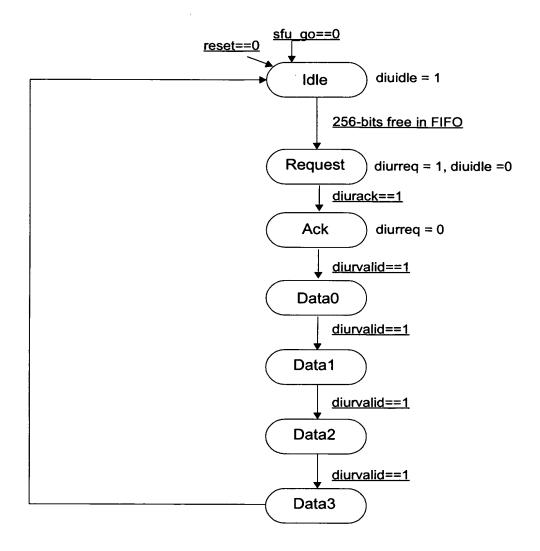


FIG. 163

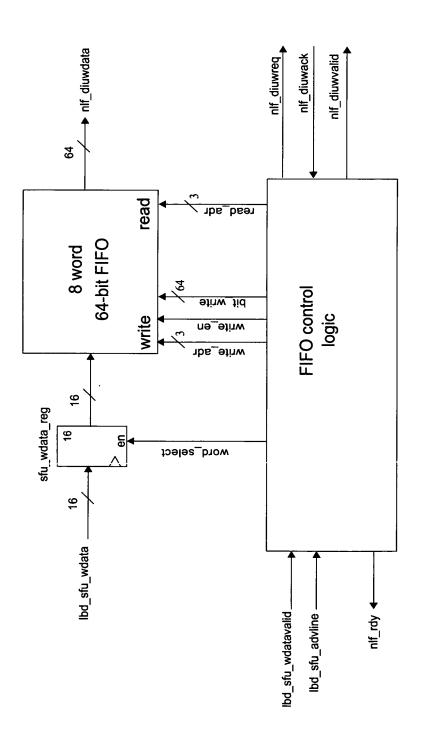
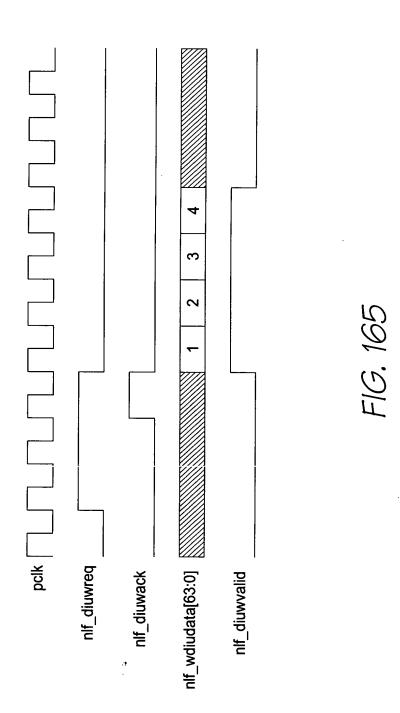


FIG. 164



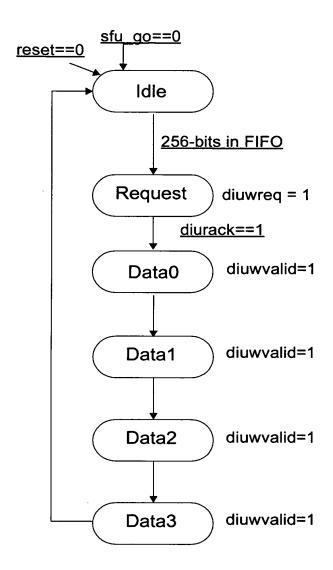


FIG. 166

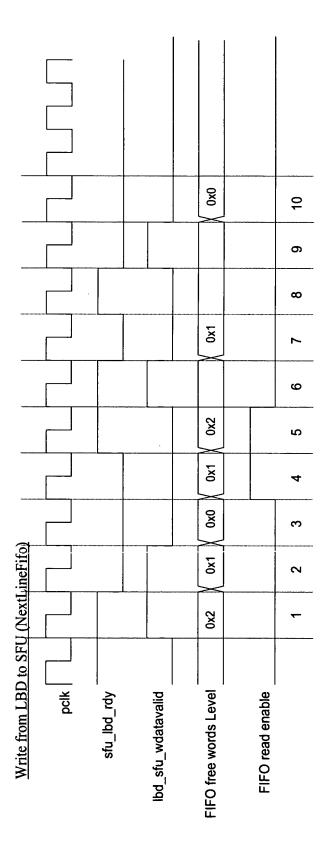


FIG. 167

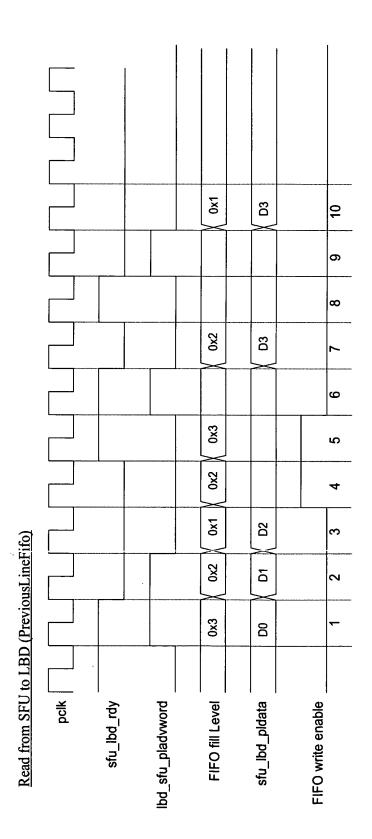


FIG. 168

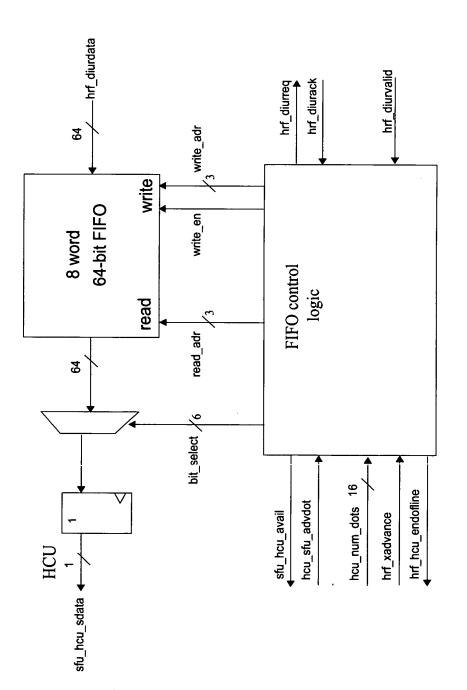


FIG. 169

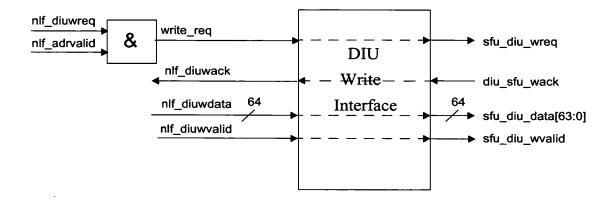


FIG. 170

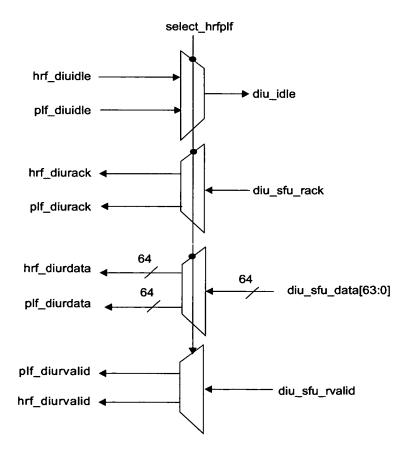


FIG. 171

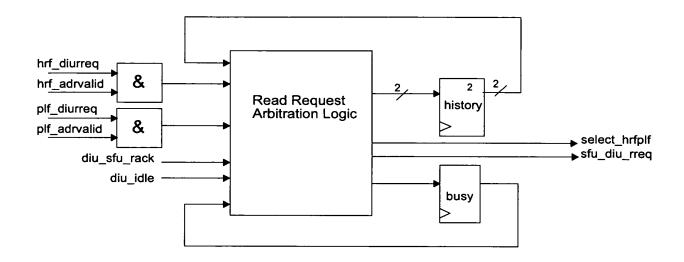


FIG. 172

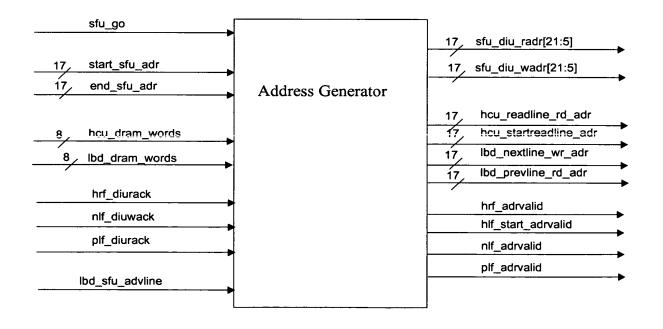


FIG. 173

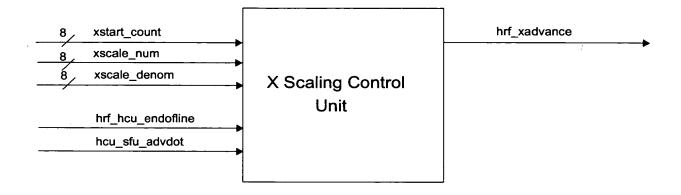


FIG. 174

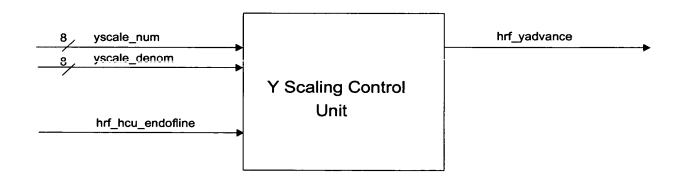


FIG. 175

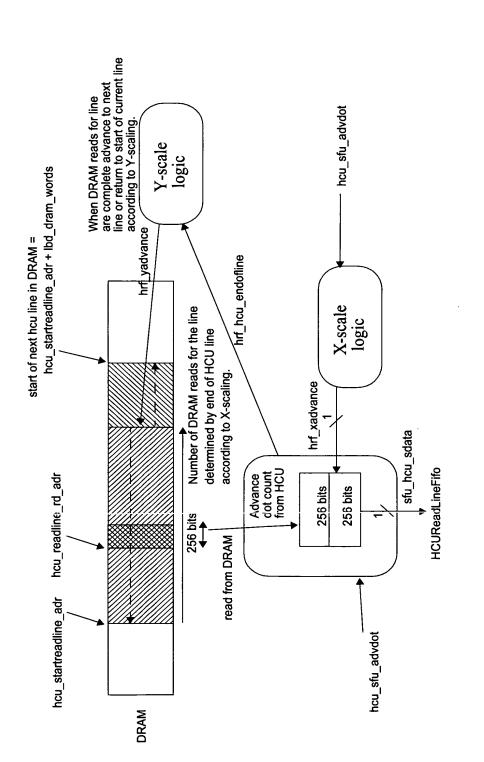


FIG. 176

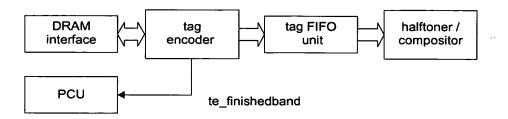


FIG. 177

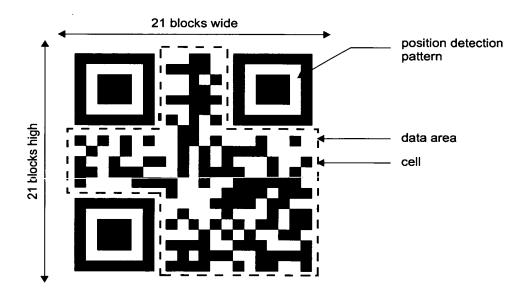
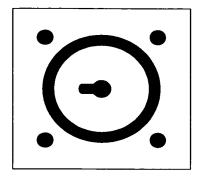
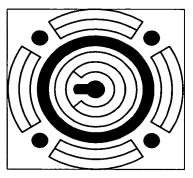


FIG. 178



(a) Netpage tag background pattern



(b) Netpage tag showing data area

FIG. 179

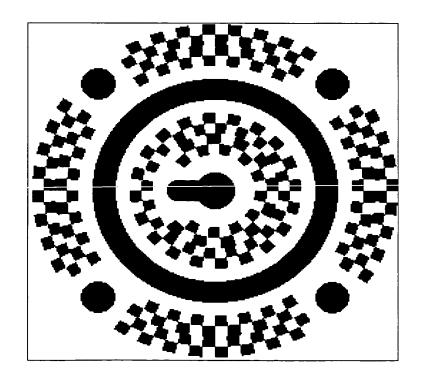


FIG. 180

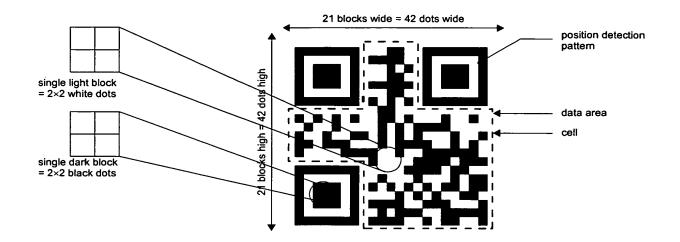


FIG. 181

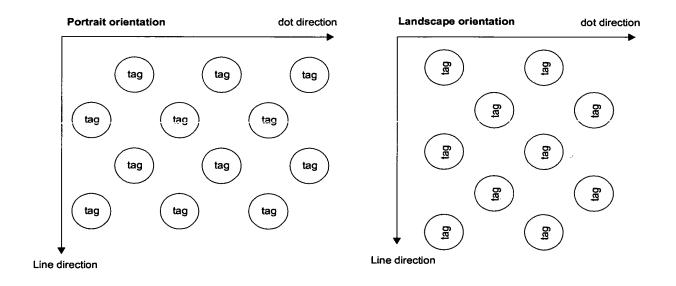


FIG. 182

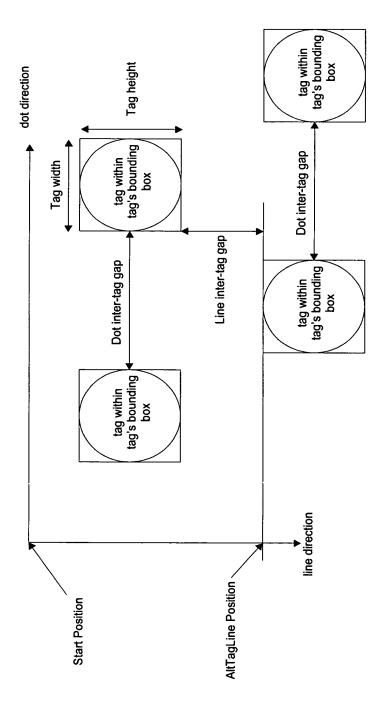
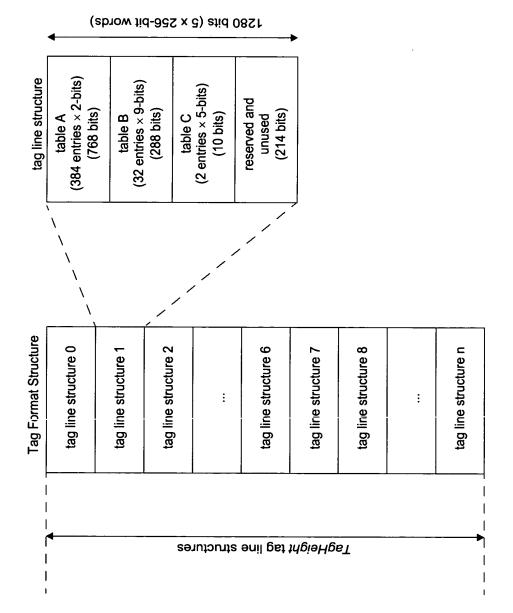
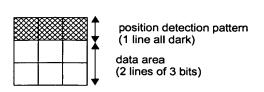


FIG. 183





always 1	always 1	always 1
(background)	(background)	(background)
data	data	data
bit 0	bit 1	bit 2
data	data	data
bit 4	bit 5	bit 3

FIG. 185

Legend								
constant 0								
constant 1								
data bit 0								
data bit 1								
data bit 2								
data bit 3								
data bit 4								

data bit 5

	***	***	***	***	***		Γ	***	***	***	***	***			***	***	***	***		
	₩			₩			₩		\boxtimes											\bowtie
	₩	₩	₩	₩	₩	₩	₩	₩	₩	₩	₩	₩	₩	₩		₩	₩	₩	₩	\bowtie
₩	₩	₩	₩	₩	₩	₩	₩	₩	₩	₩				₩		₩	₩	\bowtie		\bowtie
***	₩	₩	₩	₩	₩	₩	※	₩					***	₩					₩	
	***	⋘	\bowtie	⋘	\bowtie	<u> </u>	<u> </u>	<u> </u>	\bowtie	\bowtie	***	***	L	<u> </u>	⋘	$\otimes\!\!\!\otimes$	$\otimes\!\!\!\otimes$	***	$\otimes\!\!\!\otimes\!\!\!\!\otimes$	
	ьо	ьо	ьо	ьо	ьо			b1	b1	b1	b1	b1			b2	b2	b2	b2	b2	
ьо	ьо	ьо	ьо	ьо	ьо	ьо	b1	b1	b1	b1	b1	b1	b1	b2	b2	b2	b2	b2	b2	b2
ьо	ьо	ьо	ьо	ьо	ьо	ьо	b1	b1	b1	b1	b1	b1	b1	b2	b2	b2	b2	b2	b2	b2
ьо	ьо	ьо	ьо	ьо	ьо	ьо	b1	ь1	b1	ь1	b1	b1	ь1	b2	b2	b2	b2	b 2	b2	b2
ьо	ьо	ьо	ьо	ь0	ьо	ьо	ь1	b 1	b1	b1	ь1	b1	b1	b2	b2	b2	b2	b2	b2	b2
ьо	ьо	ьо	ьо	ьо	ьо	ьо	ь1	b1	b1	b1	b 1	b1	b1	b2	b2	b2	b2	b2	b2	b2
	ьо	ьо	ьо	ьо	ьо			ь1	b1	b 1	b1	b1			b2	b2	b2	b2	b2	
	b4	b4	b4	b4	b4			b5	b5	b5	b5	b5			b3	b3	b3	b3	ьз	
b4	b4	b4	b4	b4	b4	b4	b5	b5	b5	b5	b5	b5	b5	b3	ь3	ь3	b3	b3	b3	b3
b4	b4	b4	b4	b4	b4	b4	b5	b5	b5	b5	b5	b5	b5	b 3	b3	ь3	ь3	b3	ь3	b3
b4	b4	b4	b4	b4	b4	b4	b5	b5	b5	b5	b 5	b5	b5	b3	ьз	b3	b 3	b3	ь3	b3
b4	b 4	b4	b4	b4	b4	b4	b5	b5	b 5	b5	b 5	b 5	b5	ь3	ь3	ь3	ь3	ь3	ь3	b 3
b4	b4	b4	b4	b4	b4	b4	b5	b5	b5	b 5	b5	b 5	b5	b 3	b3	b 3	ь3	b3	ь3	b3
	b4	b4	b4	b4	b4			b 5	b5	b5	b5	b5			b3	ъ3	b3	b3	b3	

FIG. 186

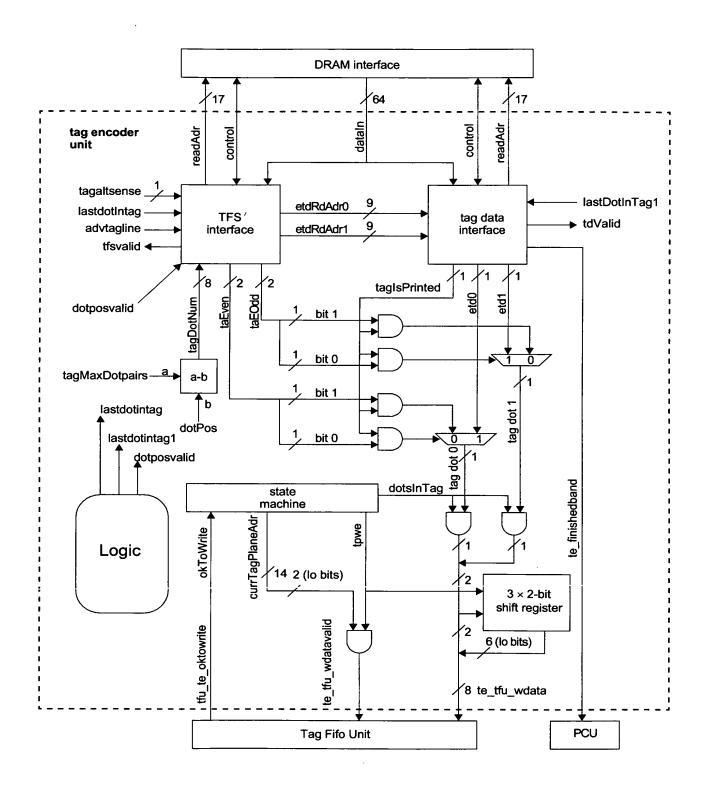


FIG. 187

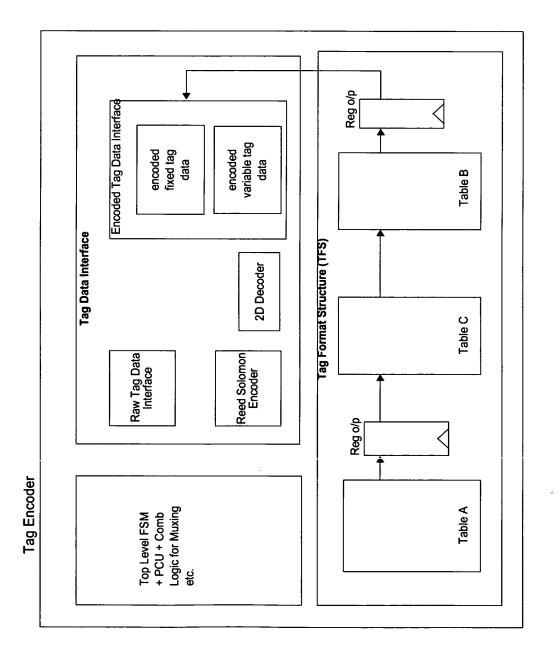


FIG. 188

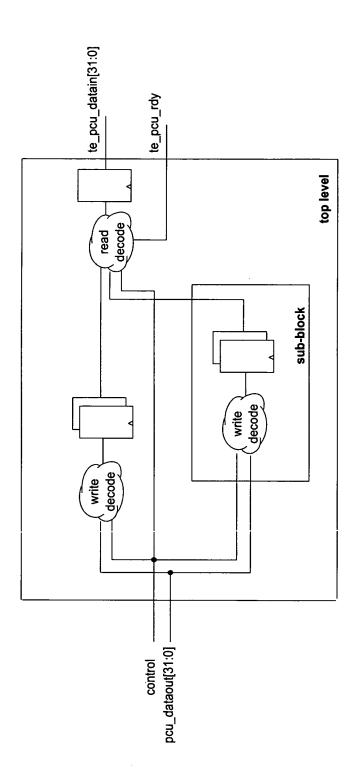
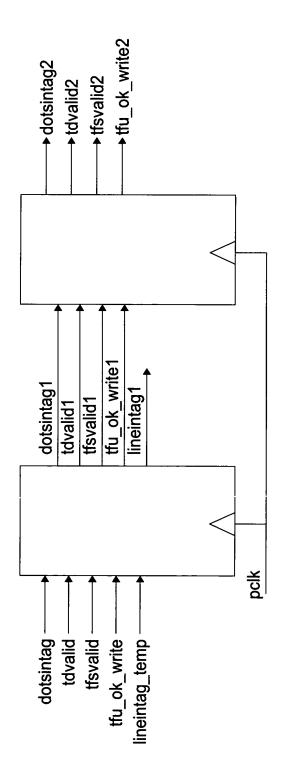


FIG. 189



F1G. 19.

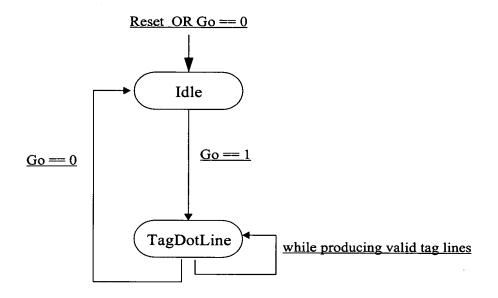


FIG. 190

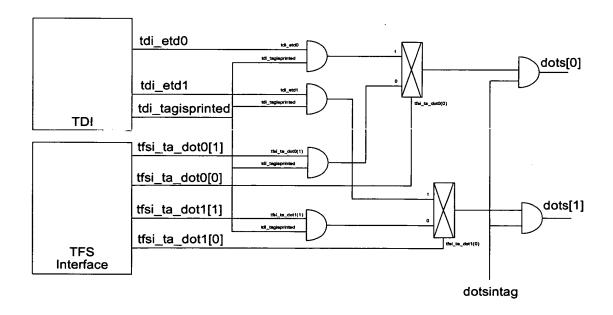


FIG. 192

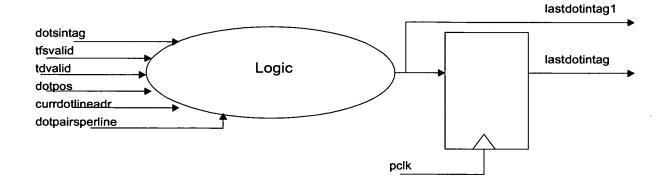


FIG. 193

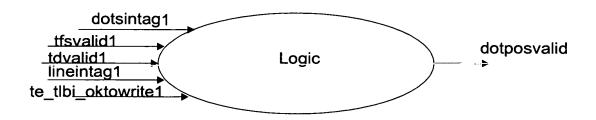


FIG. 194

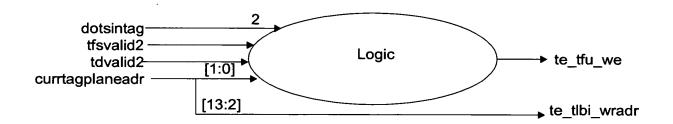


FIG. 195

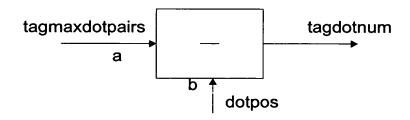


FIG. 196

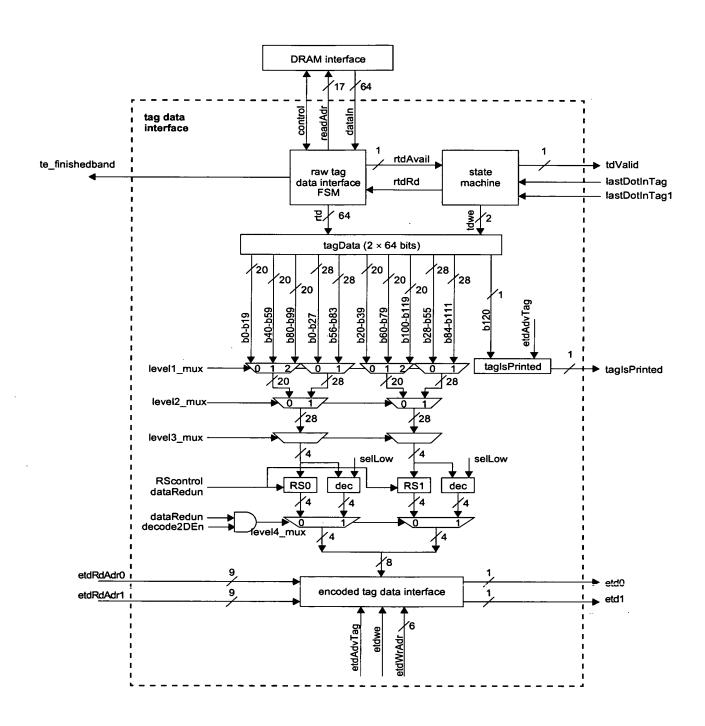


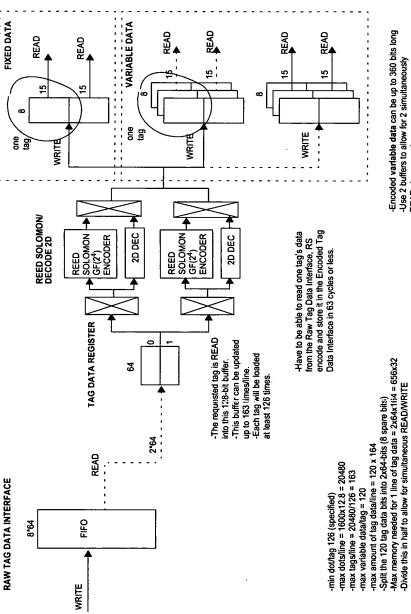
FIG. 197

ENCODED TAG DATA INTERFACE

-Encoded fixed data can be up to 120 bits long -Use 2 buffers to allow for 2 simultaneously

-These stores hold the fixed tag data for 1 tag. READs in one cycle.

-Total memory = 120x2 = 240 bits



-Encoded variable data can be up to 360 bits long -Use 2 buffers to allow for 2 simultaneously -Use 2 buffers to allow for simultaneously READs in one cycle.

-Total memory = 360x2x2 = 1280 bits READ/WRITE

-Min tag width = 126 dots so the fastest that 1 tag can be read = 126/2 = 63 cycles

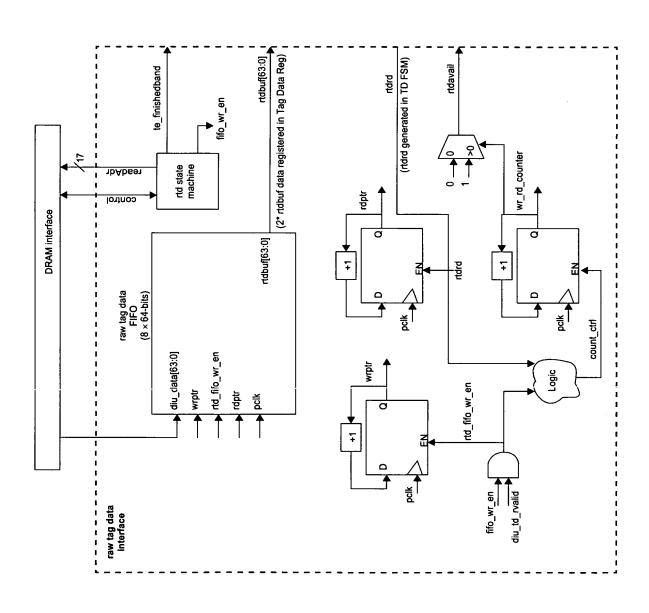
-Therefore the data will be updated at most every 1290240 cycles. -Total memory = 164x2x64 = 20992-bits

-From the specification, we must be able to process 2 dots/cycle. -126 lines contains $20480 \times 126 = 2580480$ dots.

Once all this data is loaded it will be valid for at least 126 lines.

The store uses 9-bit addressing. Bit-9 indicates which buffer.

-Once printing has started each half buffer has 1/2 a line in which to be loaded i.e. for a 12,8 inch line it has 10240 dots or 5120 cycles for an 8 inch line it has 6400 dots or 3200 cycles



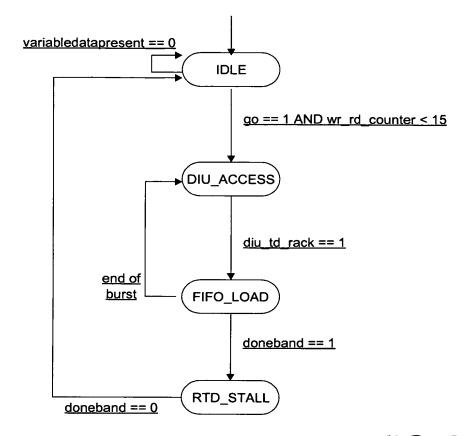


FIG. 200

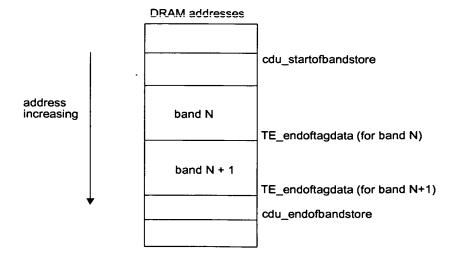
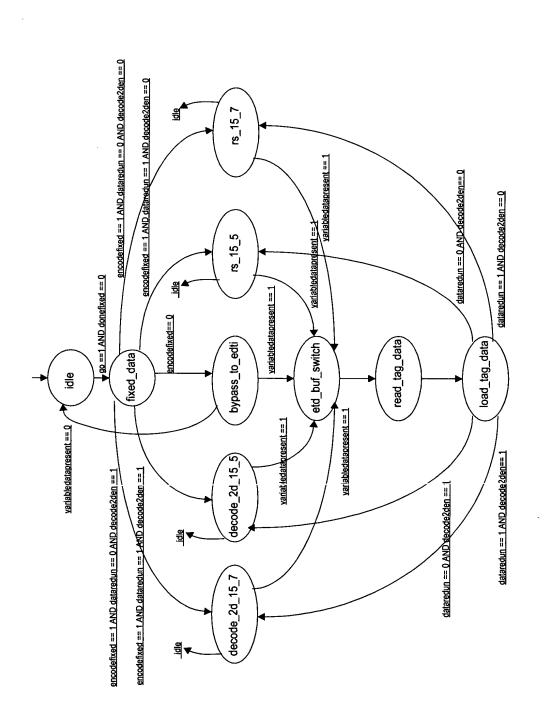


FIG. 201



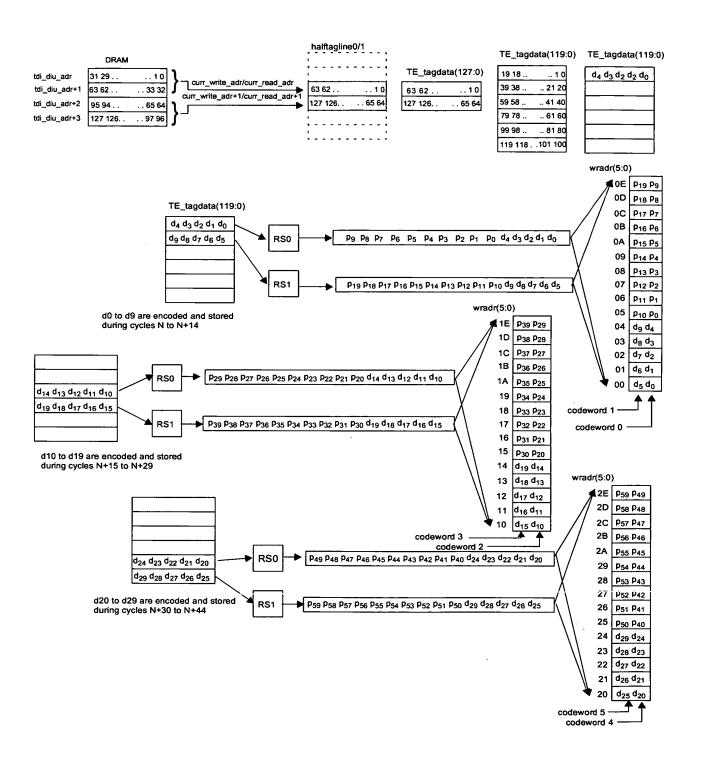


FIG. 203

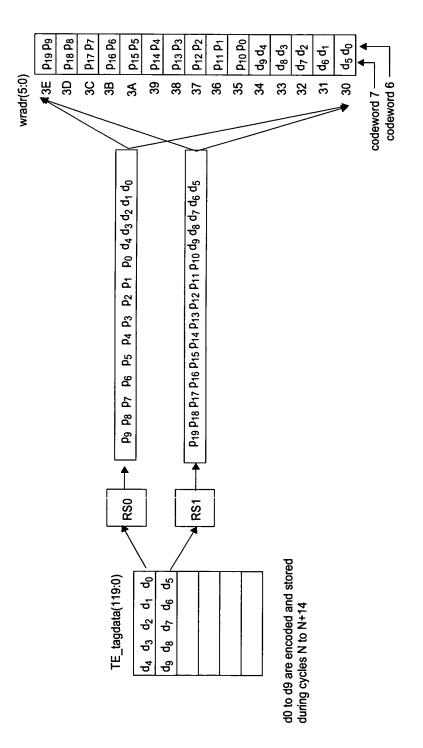


FIG. 204

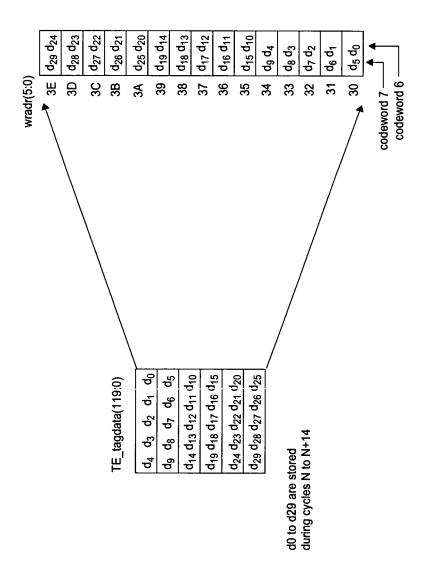


FIG. 205

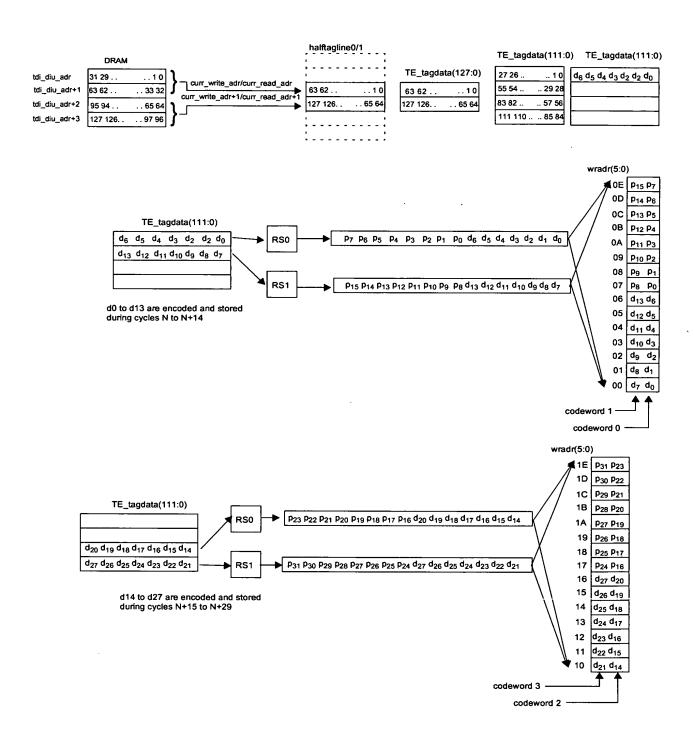


FIG. 206

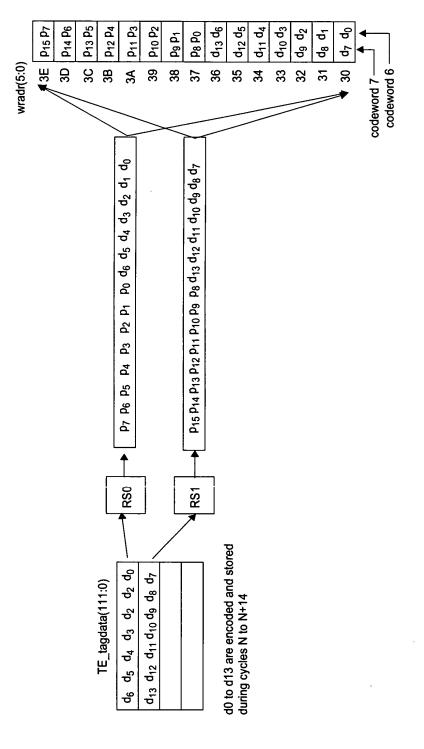


FIG. 207

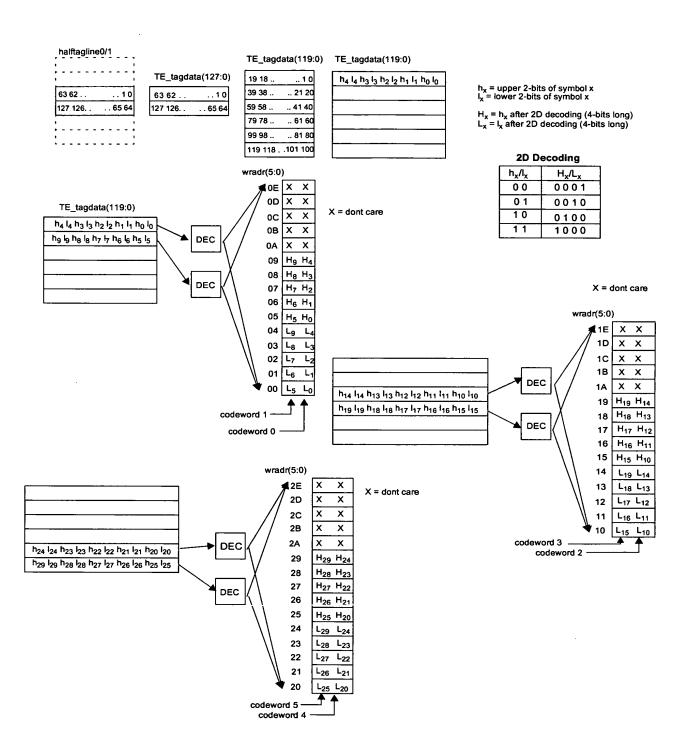
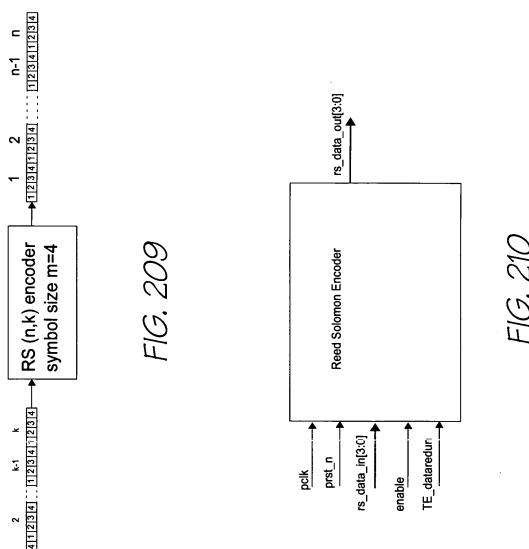


FIG. 208



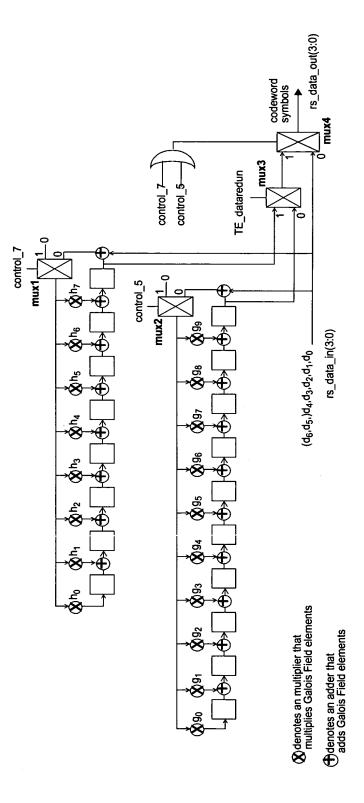


FIG. 21

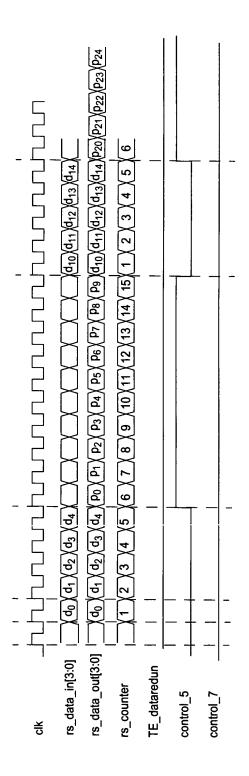


FIG. 212

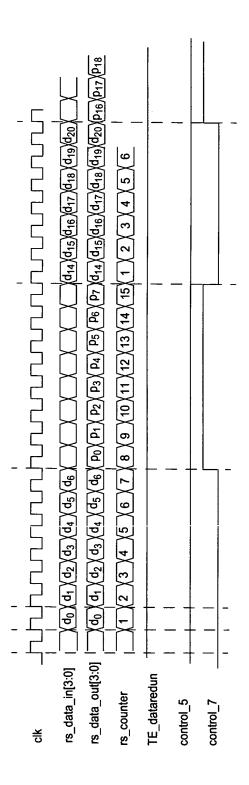
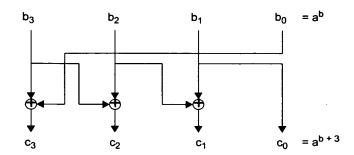
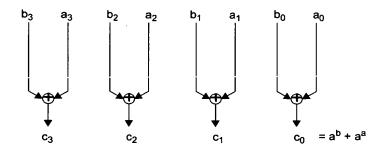


FIG. 213



exclusive OR gate

FIG. 214



exclusive OR gate

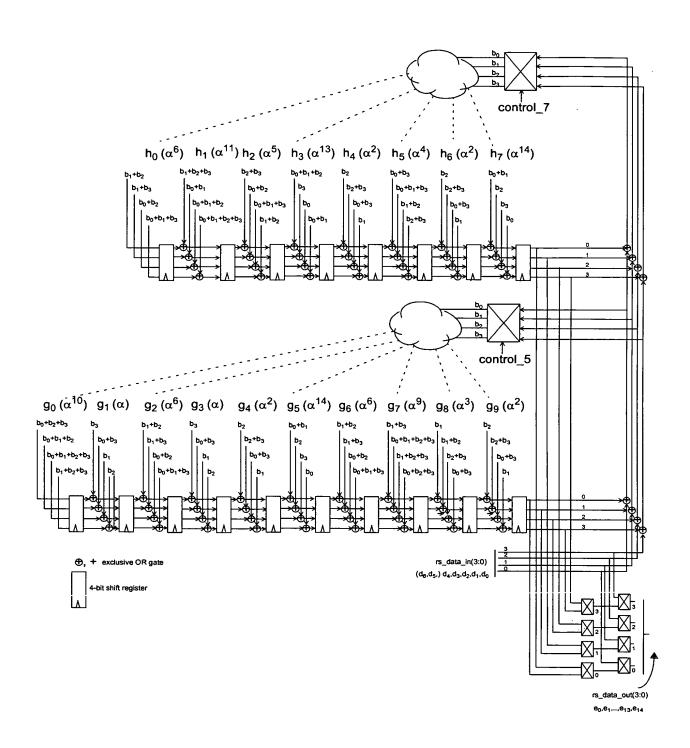


FIG. 216

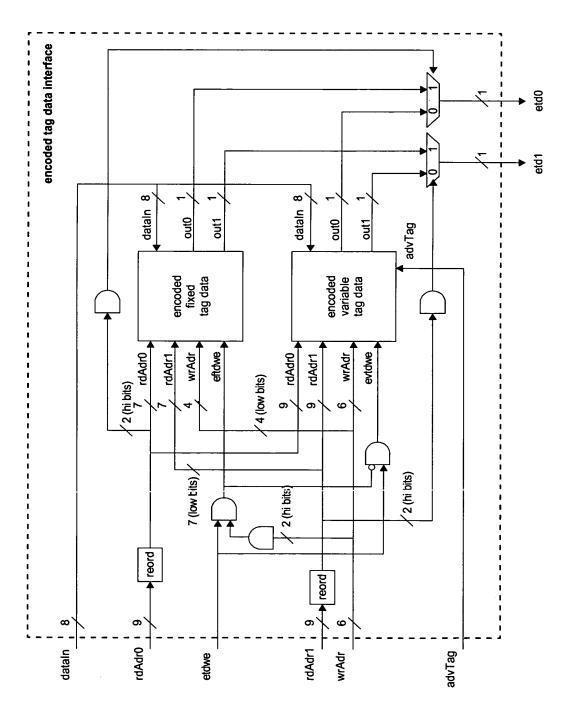


FIG. 217

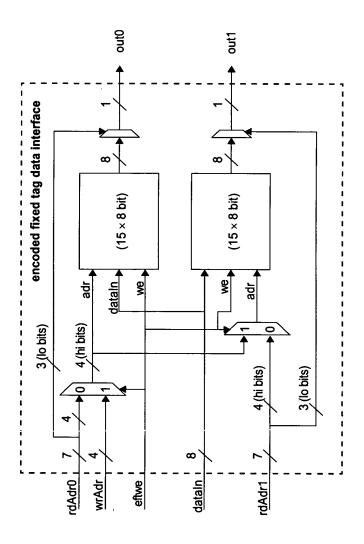


FIG. 218

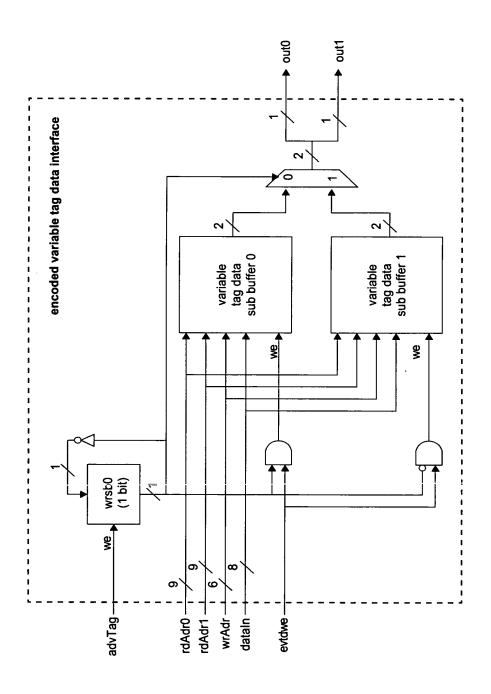


FIG. 219

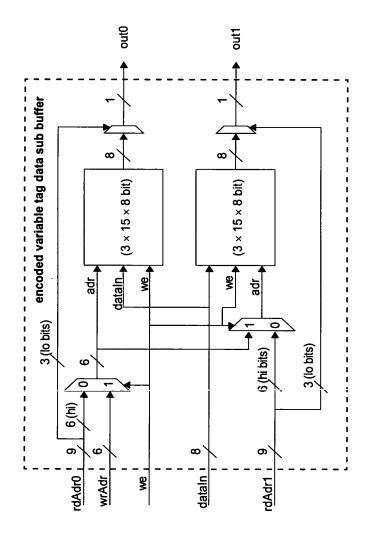


FIG. 220

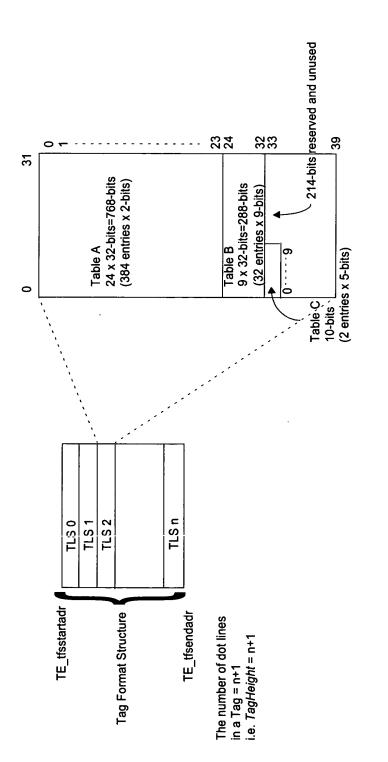


FIG. 221

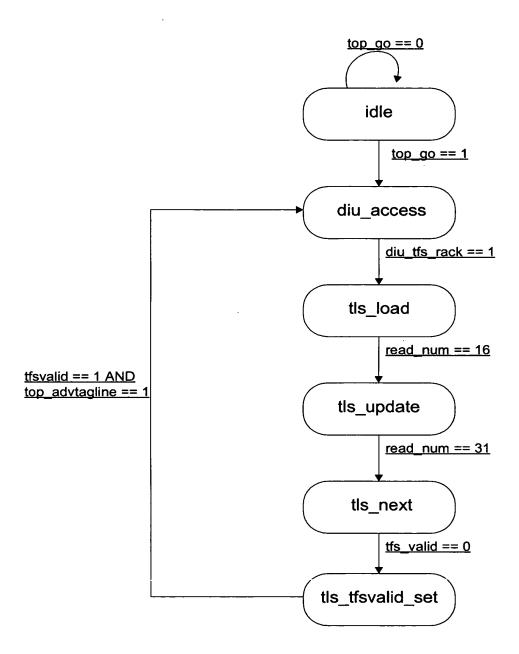


FIG. 222

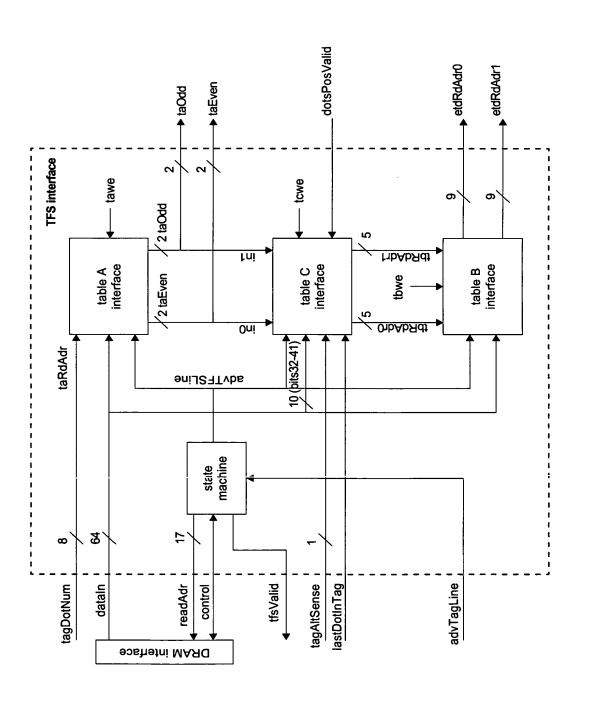


FIG. 223

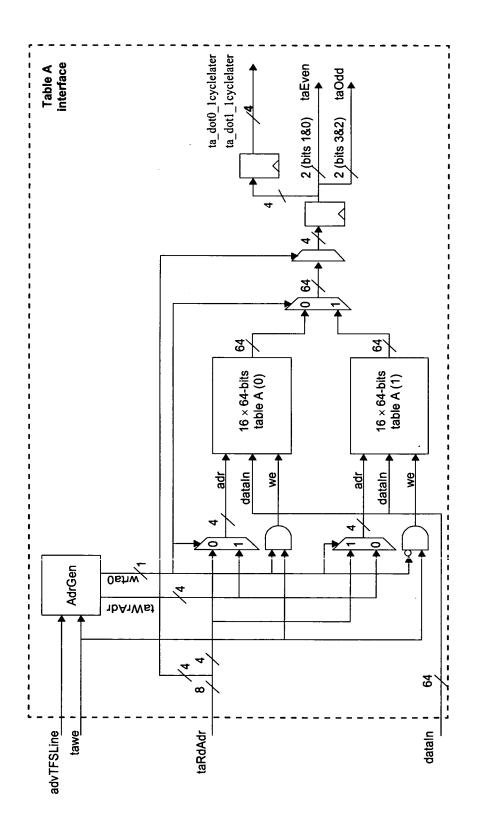


FIG. 224

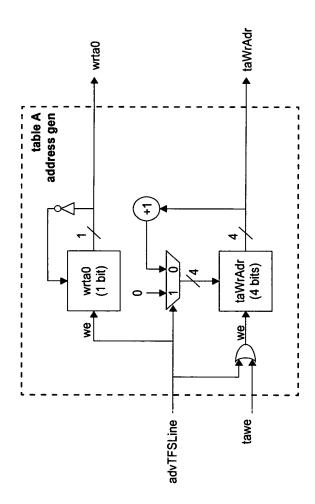


FIG. 225

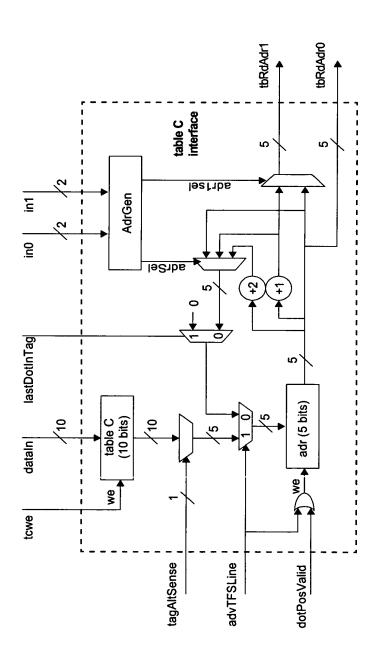


FIG. 226

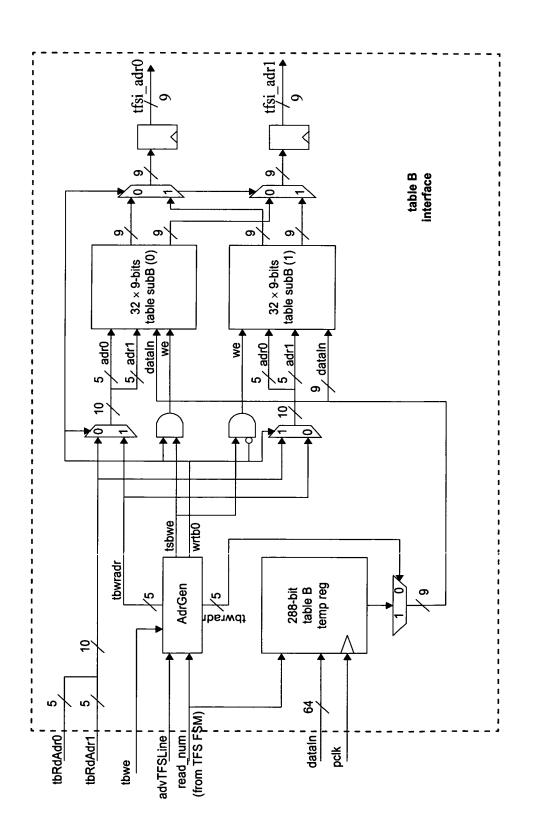
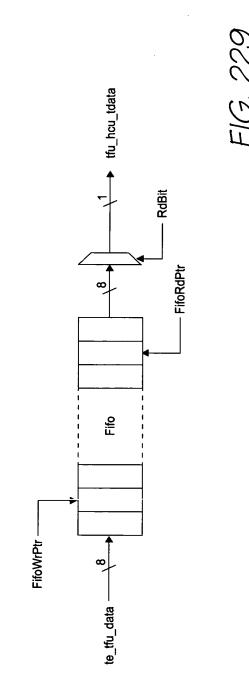


FIG. 227



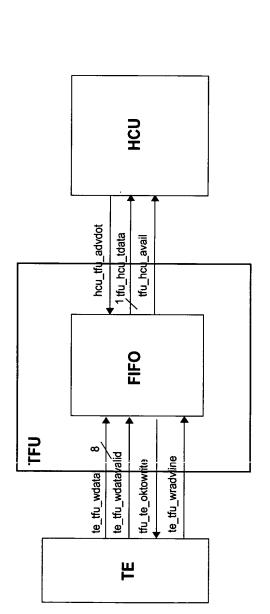


FIG. 228

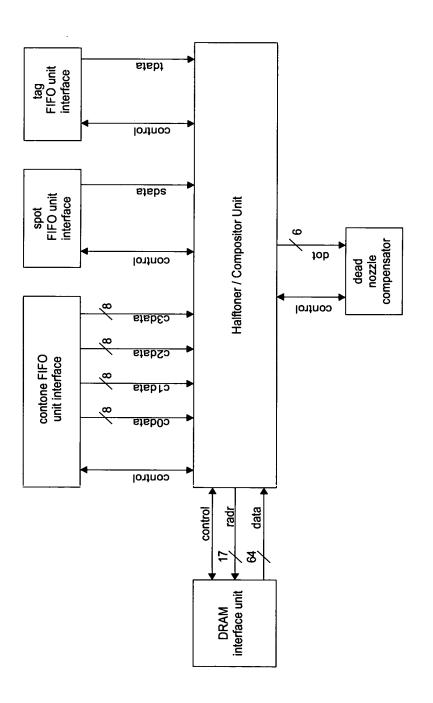


FIG. 230

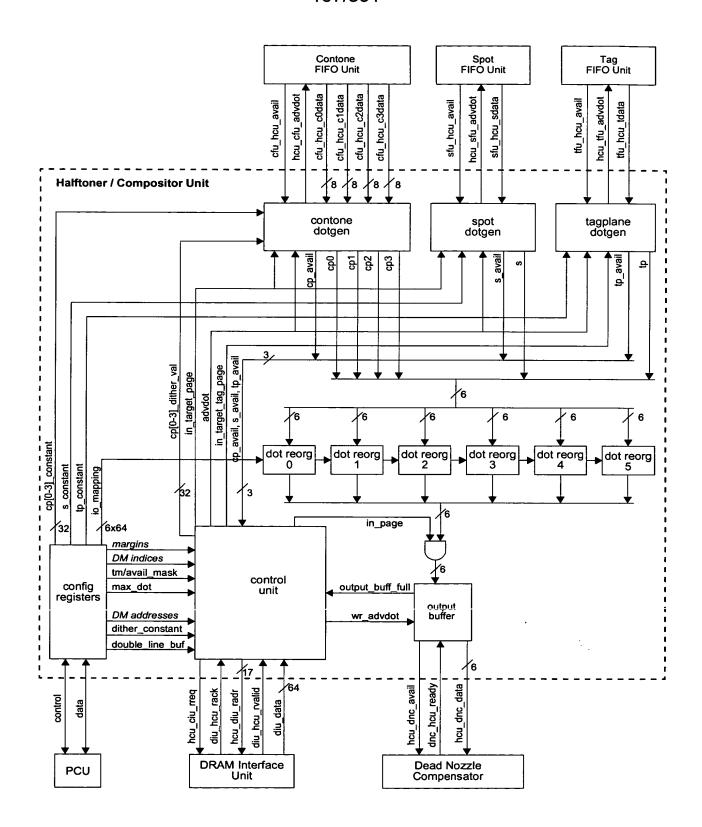
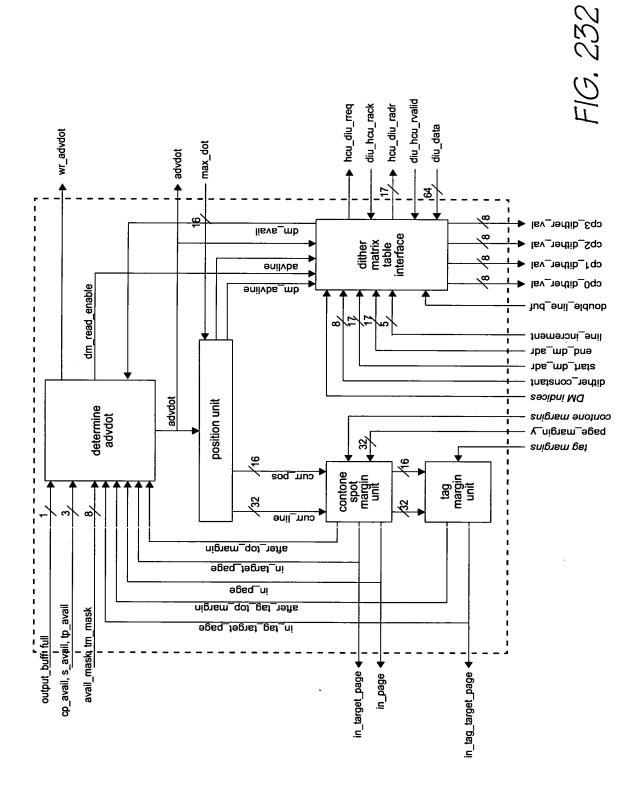
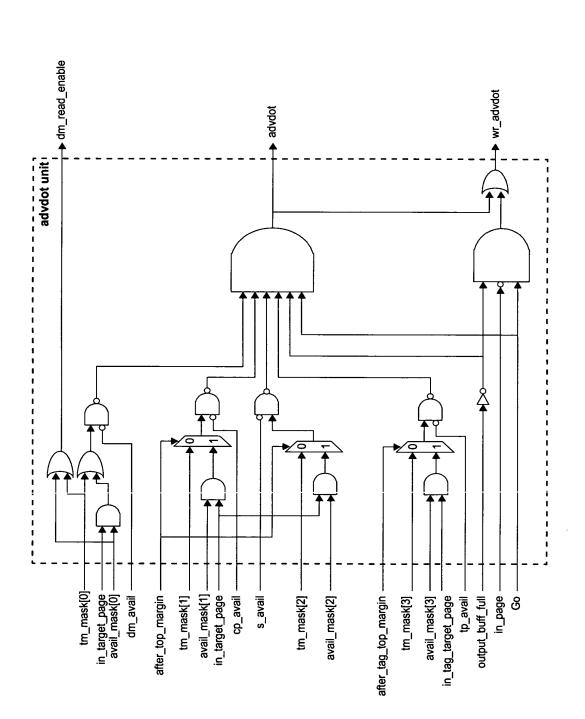


FIG. 231







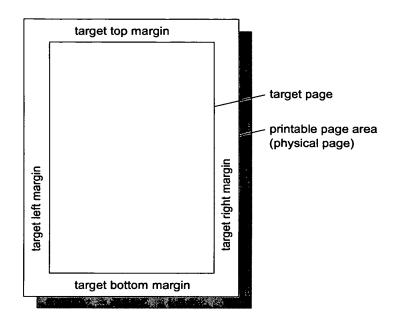


FIG. 234

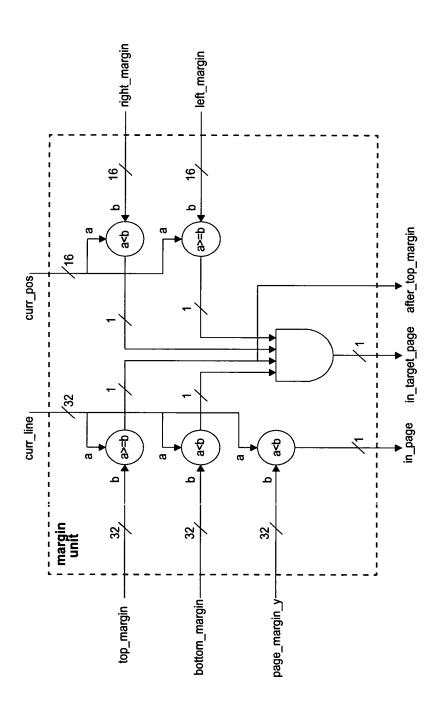
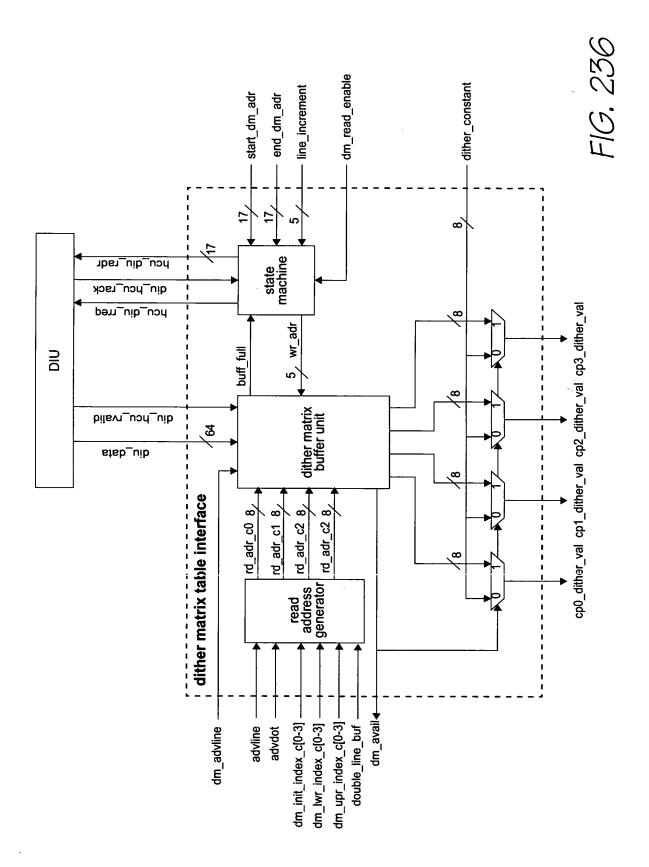


FIG. 235



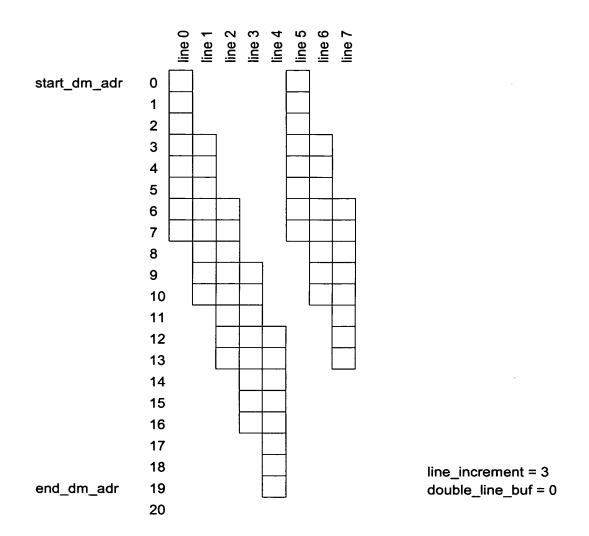


FIG. 237

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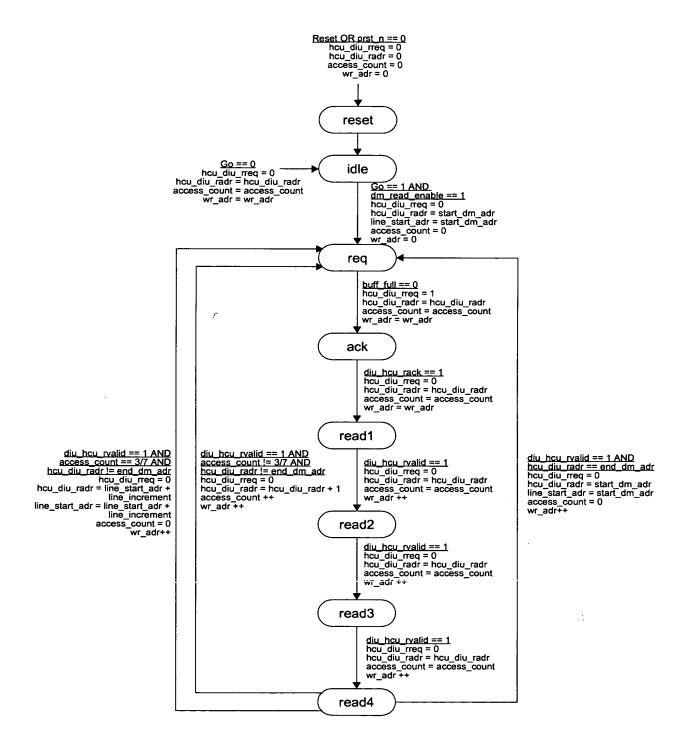
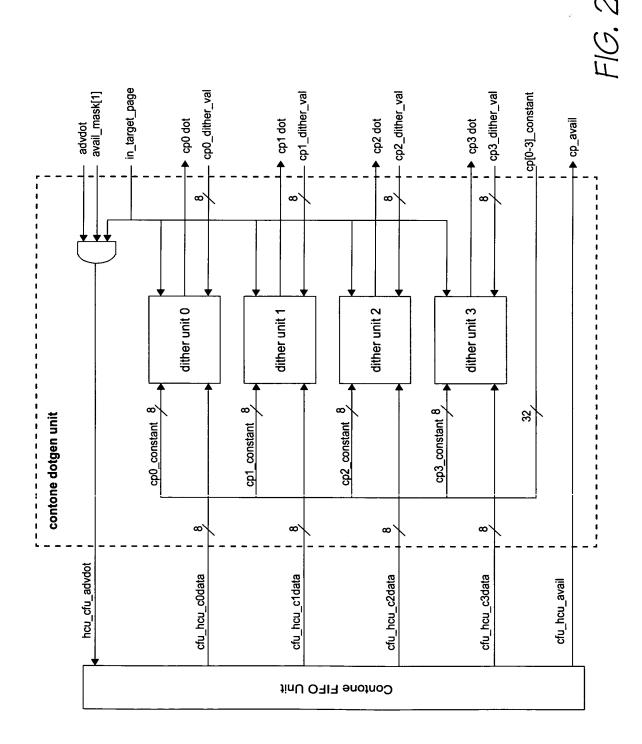


FIG. 238



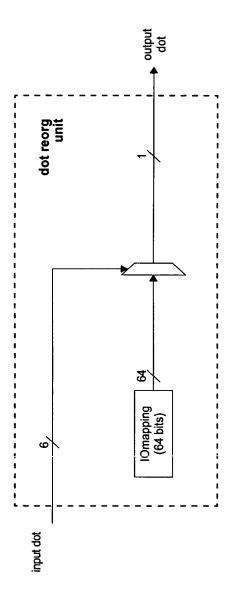
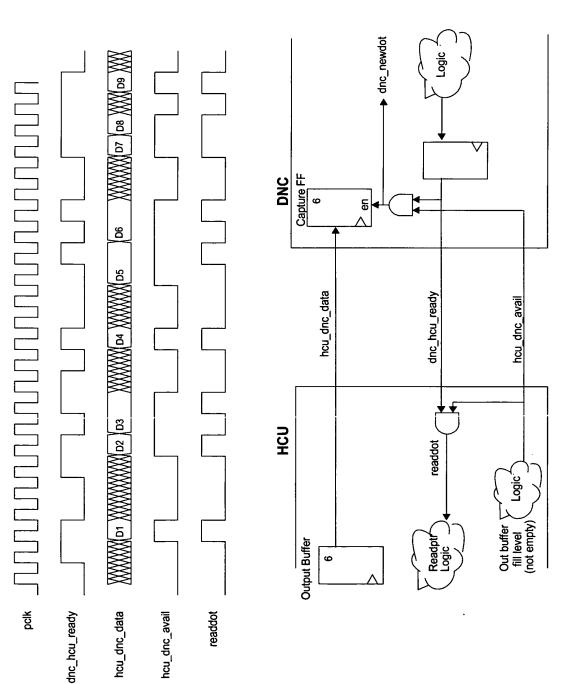


FIG. 240



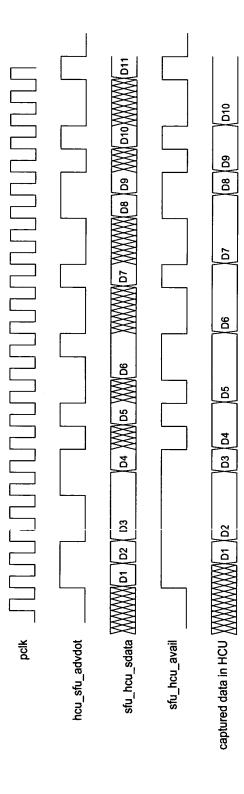


FIG. 242

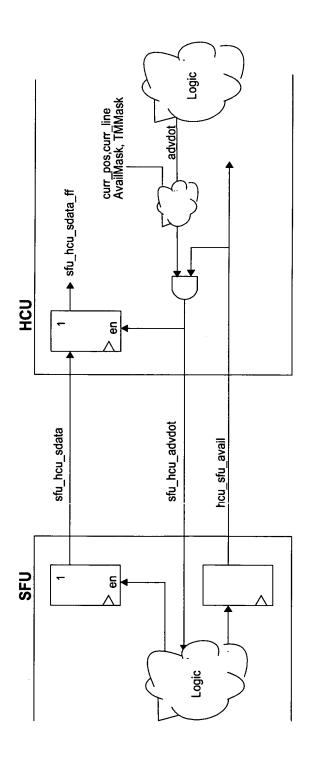


FIG. 243

210/331

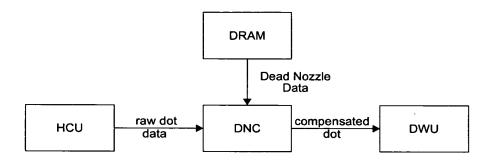


FIG. 244

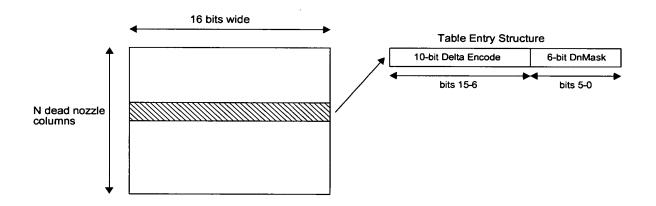


FIG. 245



FIG. 246

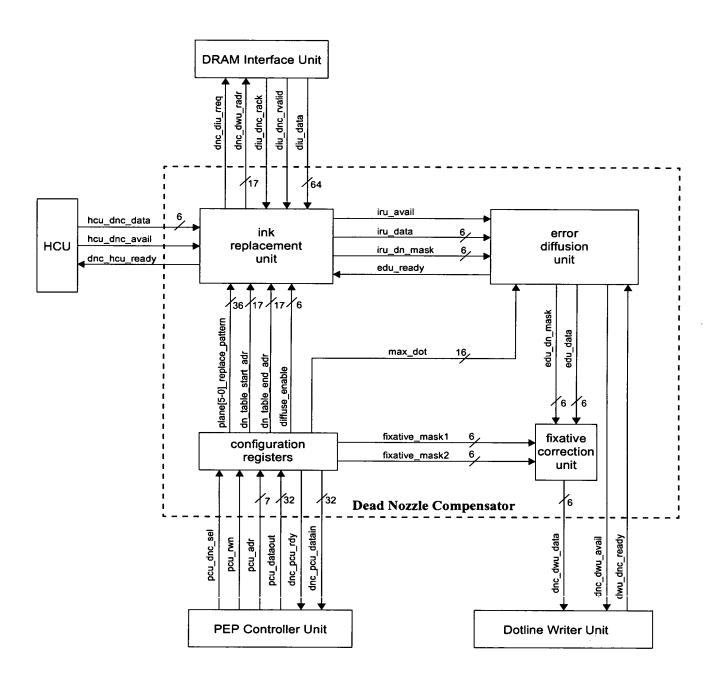


FIG. 247

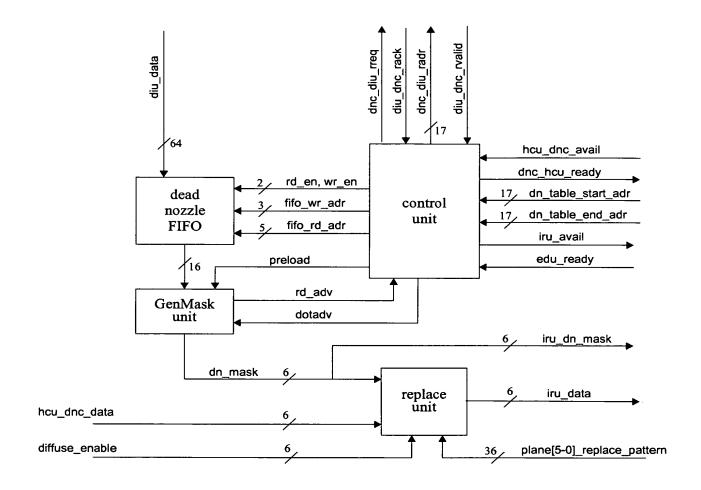


FIG. 248

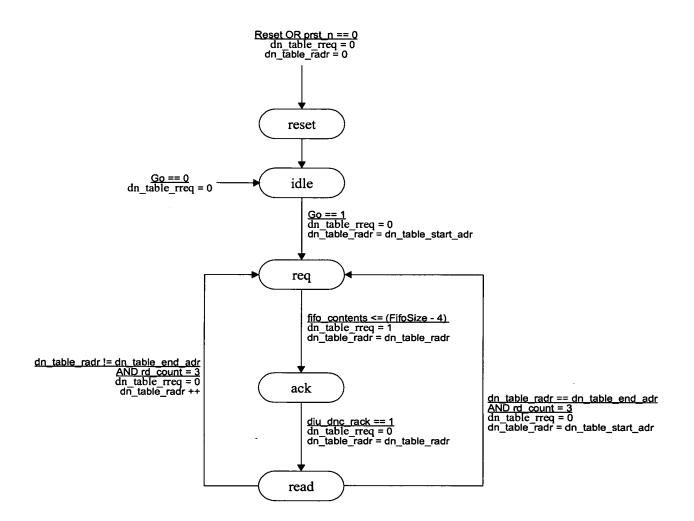


FIG. 249

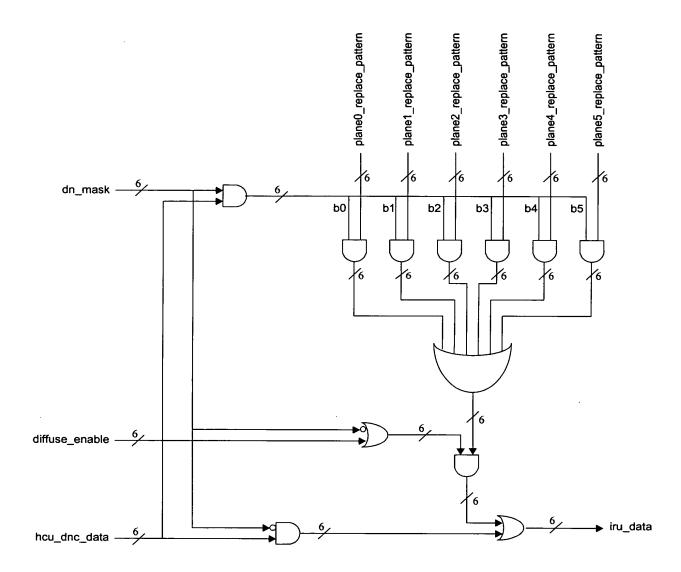


FIG. 250

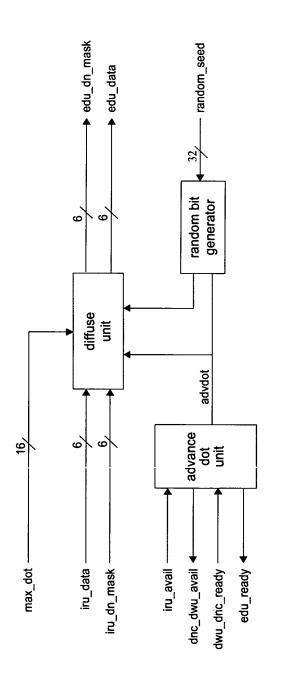
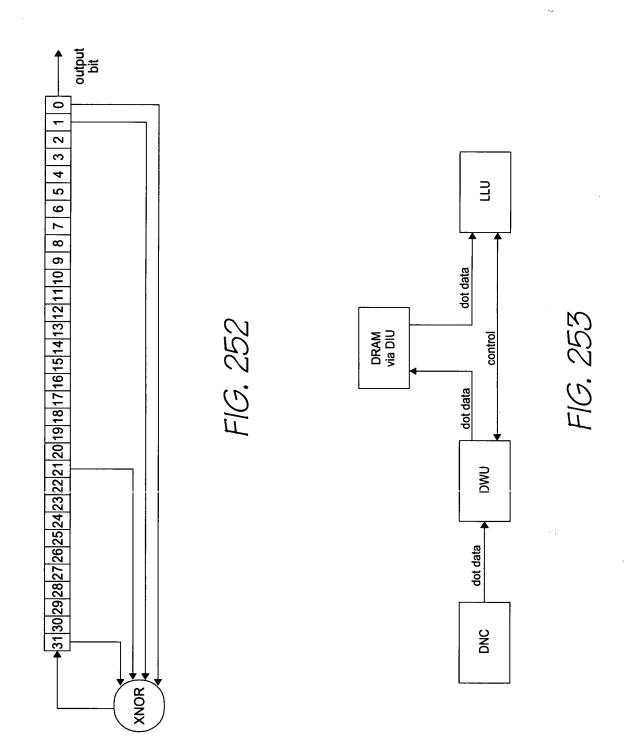
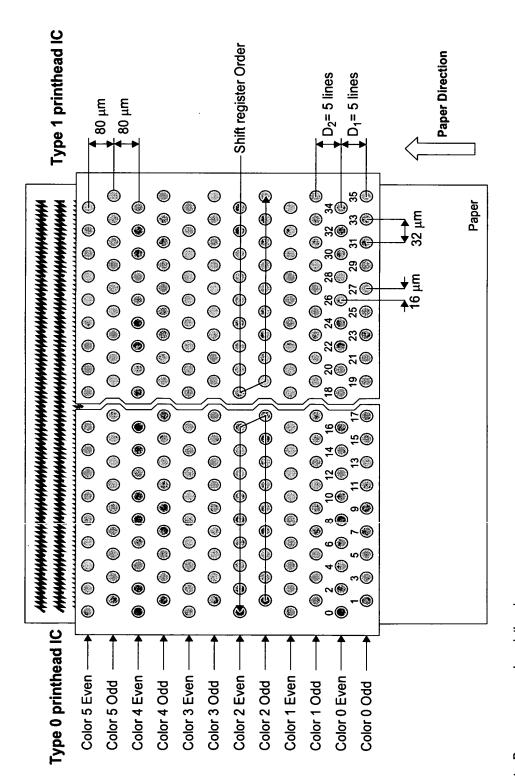


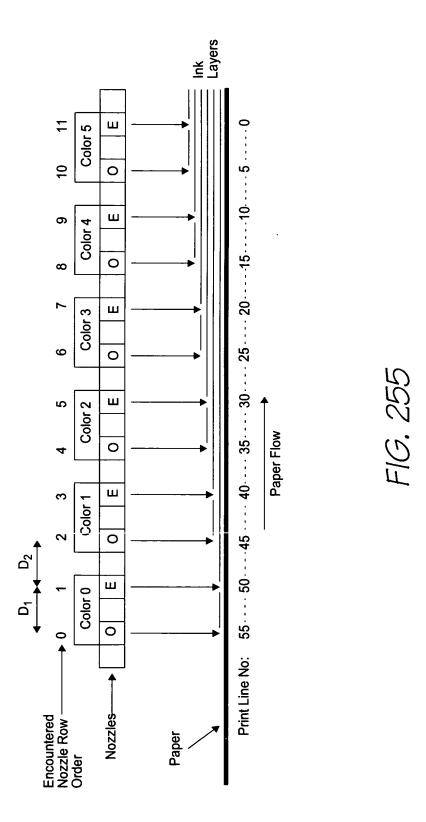
FIG. 251

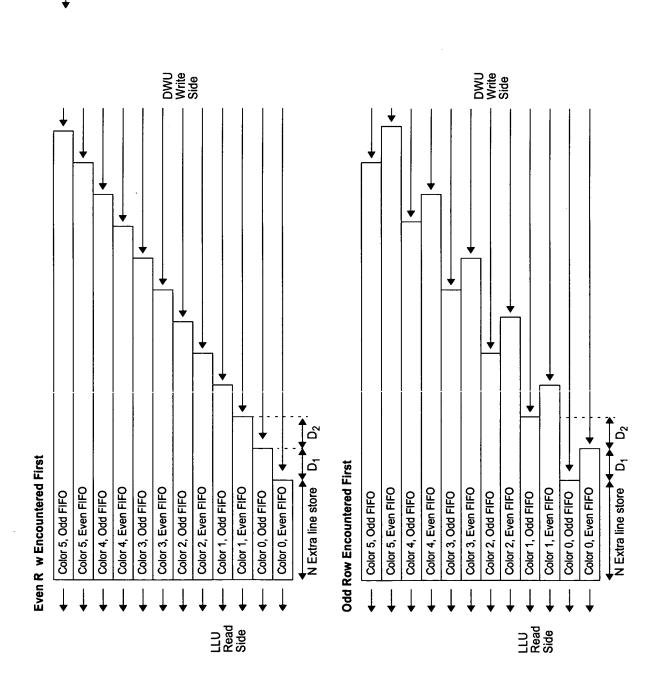


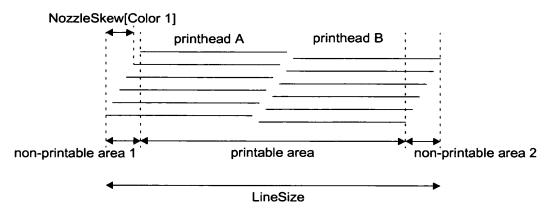


Note: Paper passes under printhead

FIG. 254







non-printable area 1 = inverted non-printable area 2

FIG. 257

printhead A	printhead B

FIG. 258

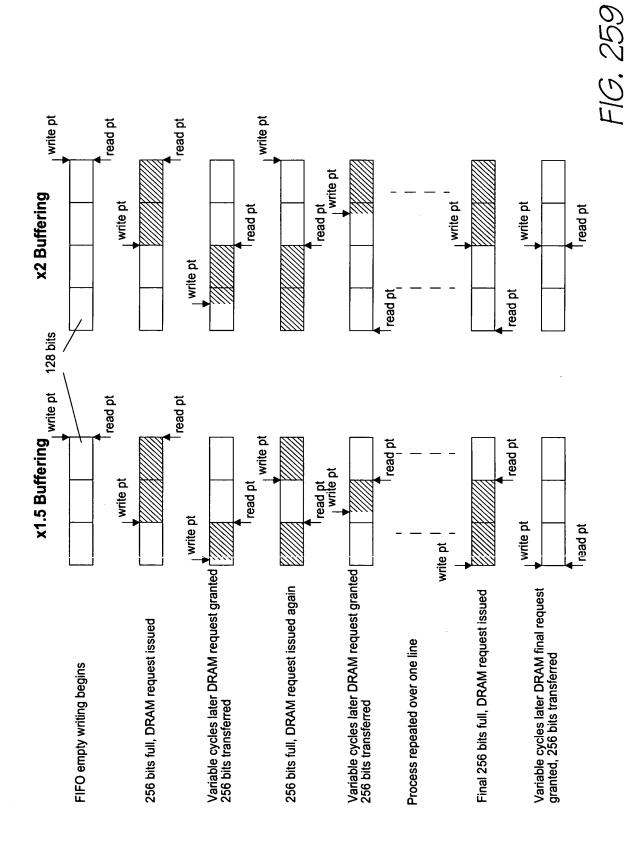


FIG. 260

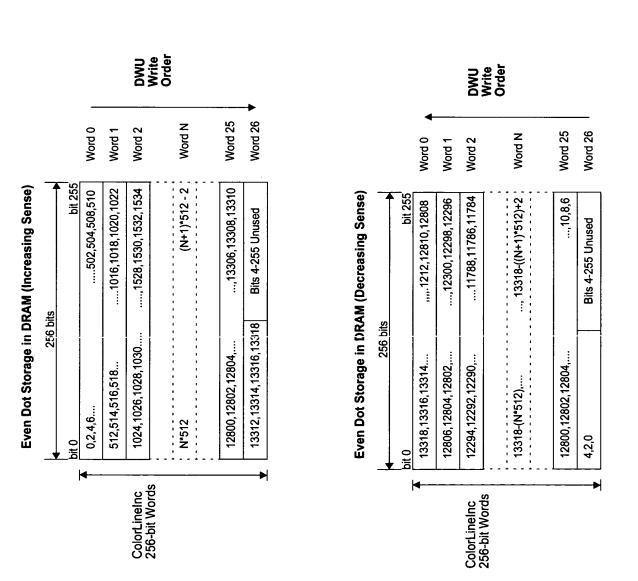


FIG. 261

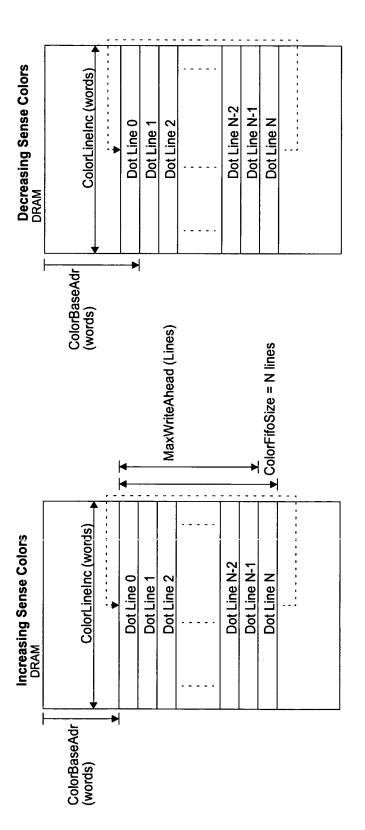


FIG. 262

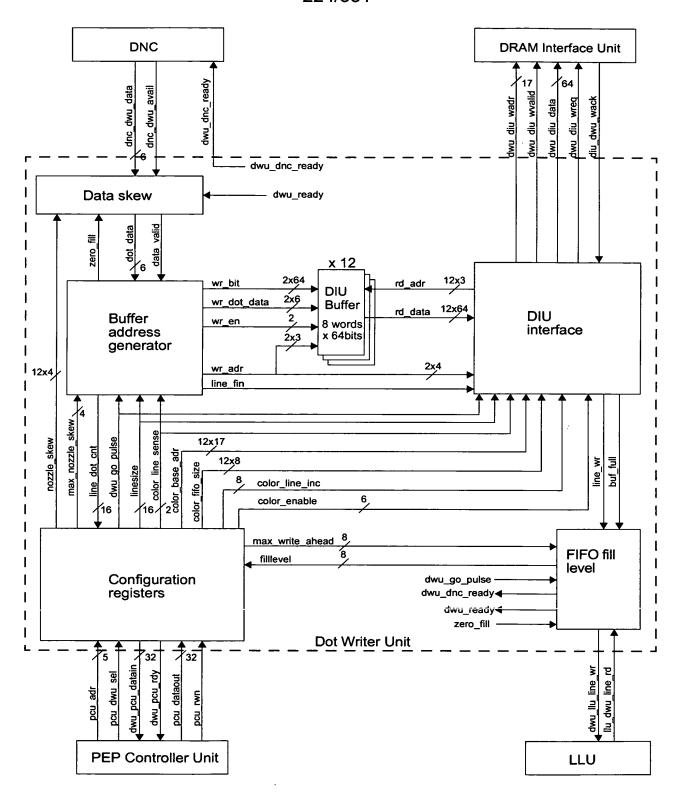


FIG. 263

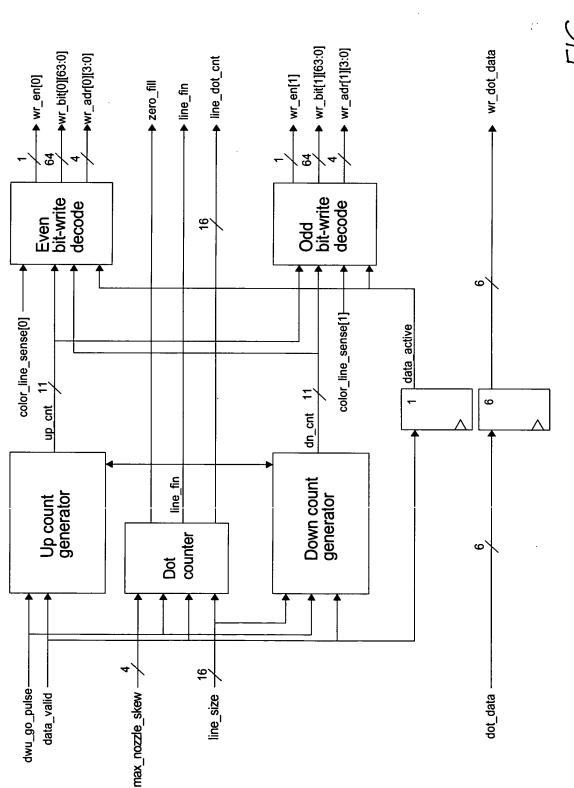
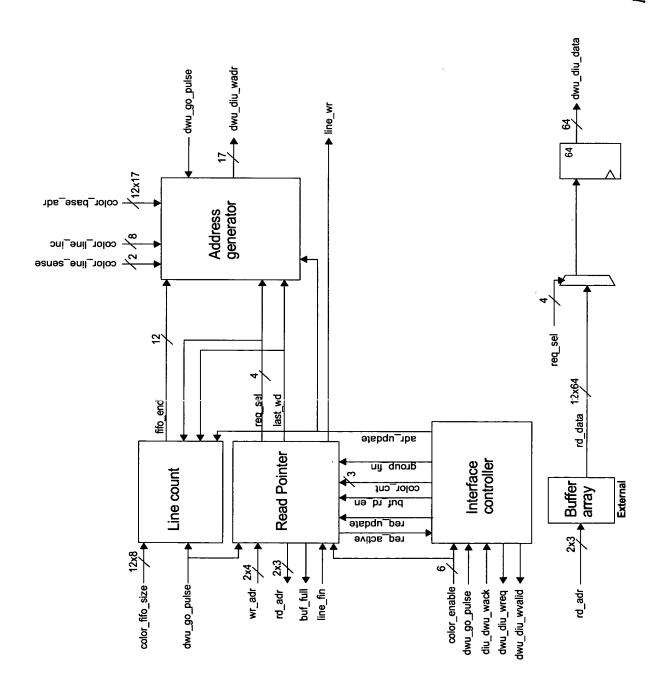
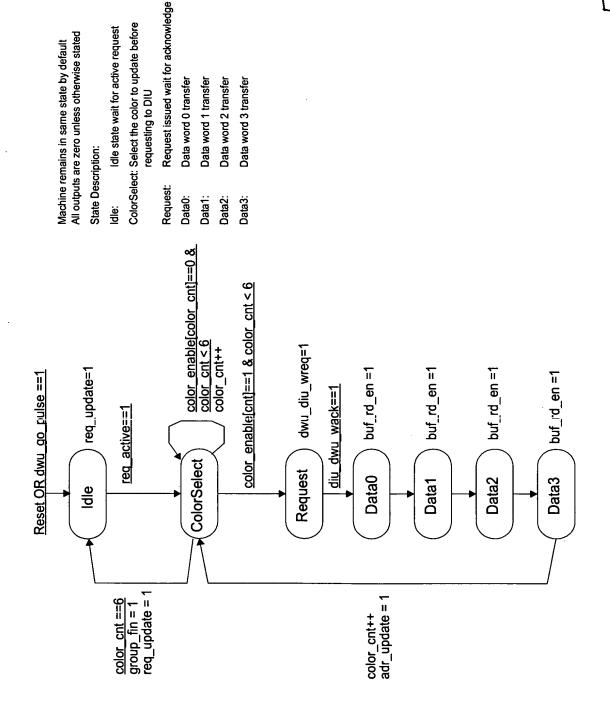
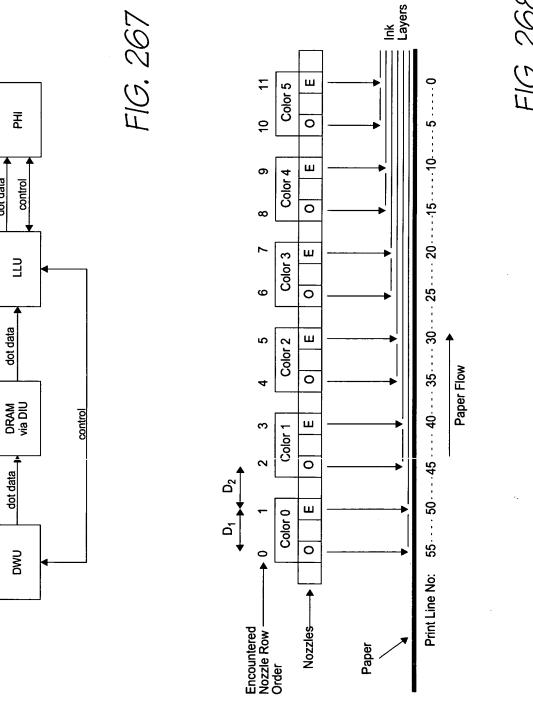


FIG. 264



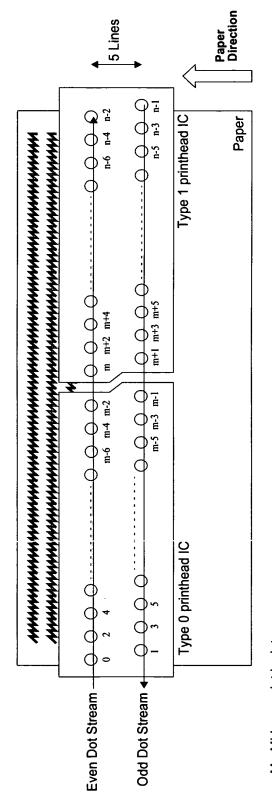




dot data

dot data

dot data



M - Midway point in dots
N - Number of dots in a line

Note: Paper passing under printhead

FIG. 269

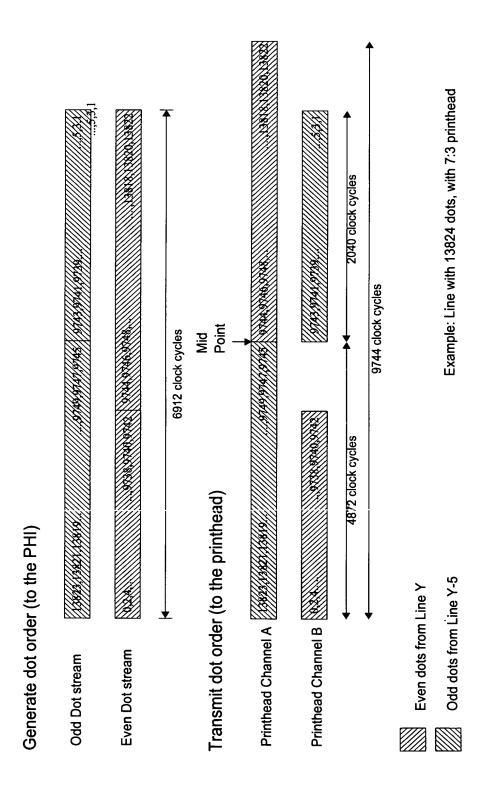


FIG. 270

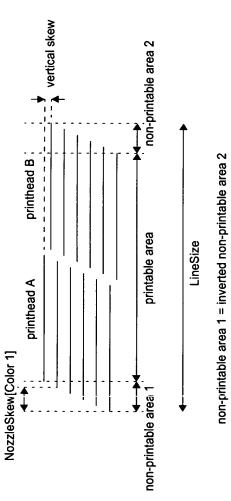


FIG. 271

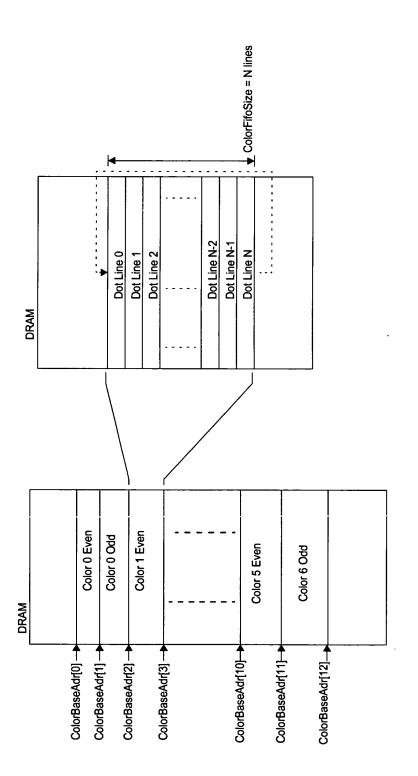
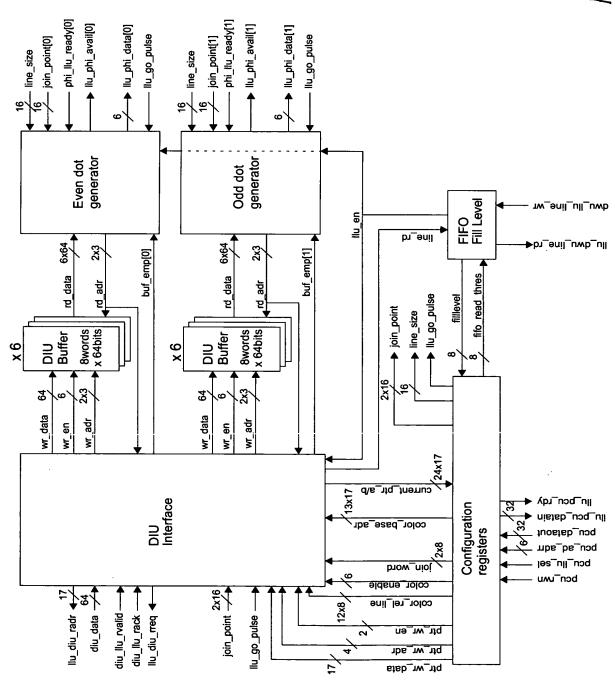


FIG. 272



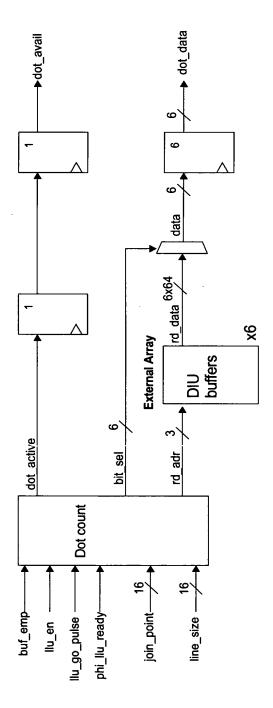
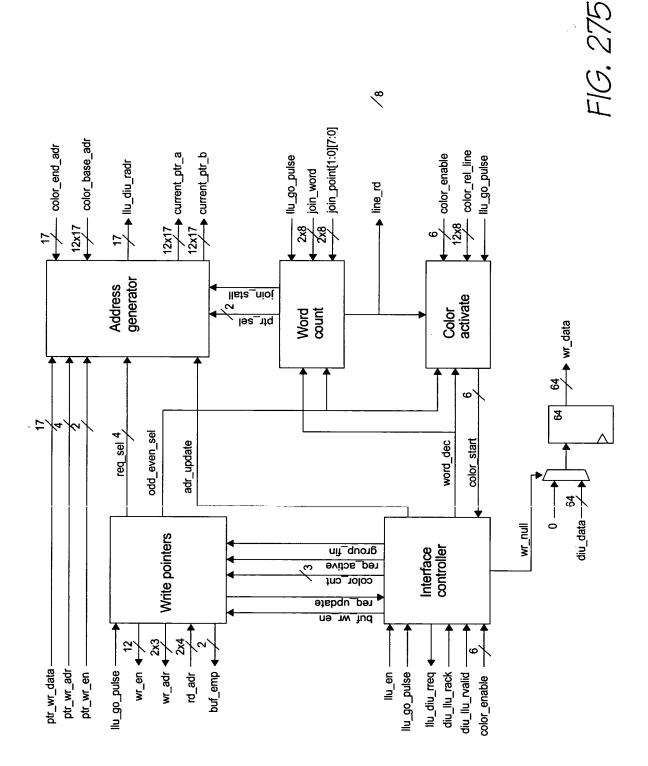
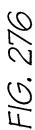
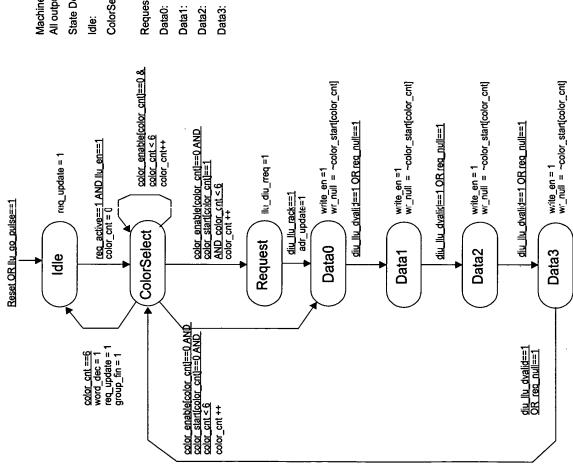


FIG. 274







Machine remains in same state by default All outputs are zero unless otherwise stated

State Description:

ie: Idle state wait for active request

ColorSelect: Select the color to update before

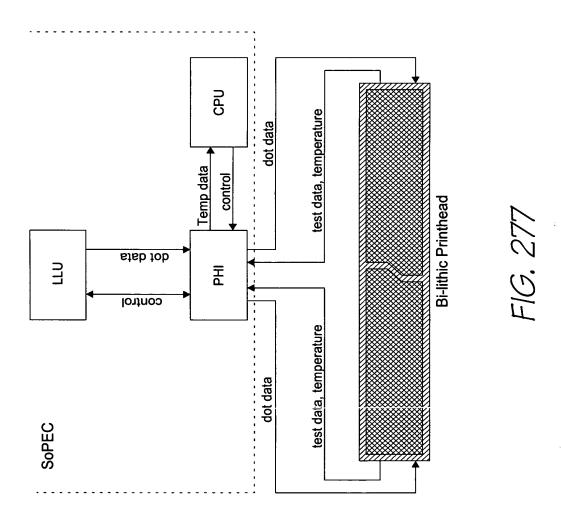
requesting to DIU

Request: Request issued wait for acknowledge

ta0: Data word 0 transfer

Data1: Data word 1 transfer Data2: Data word 2 transfer

Data3: Data word 3 transfer



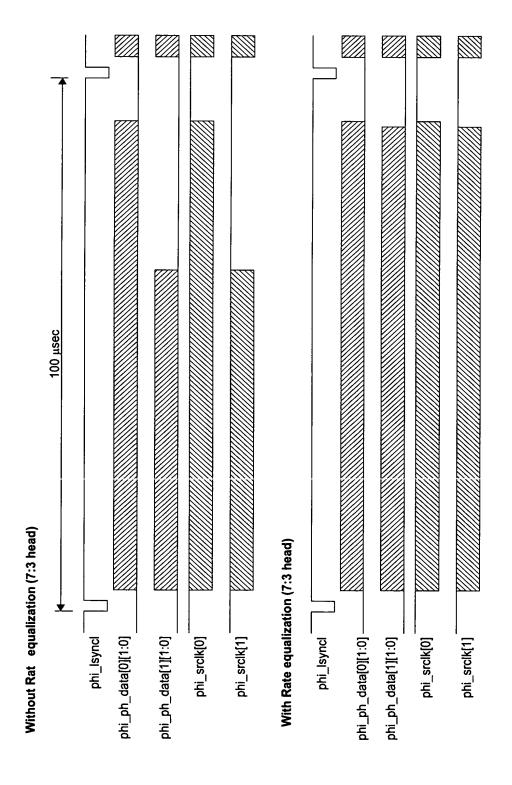
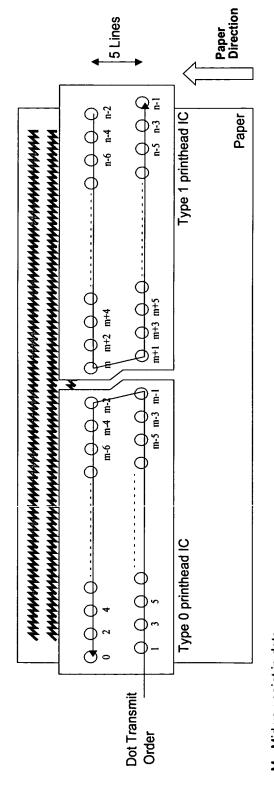


FIG. 279



M - Midway point in dots N - Number of dots in a line

Note: Paper passing under printhead

FIG. 280

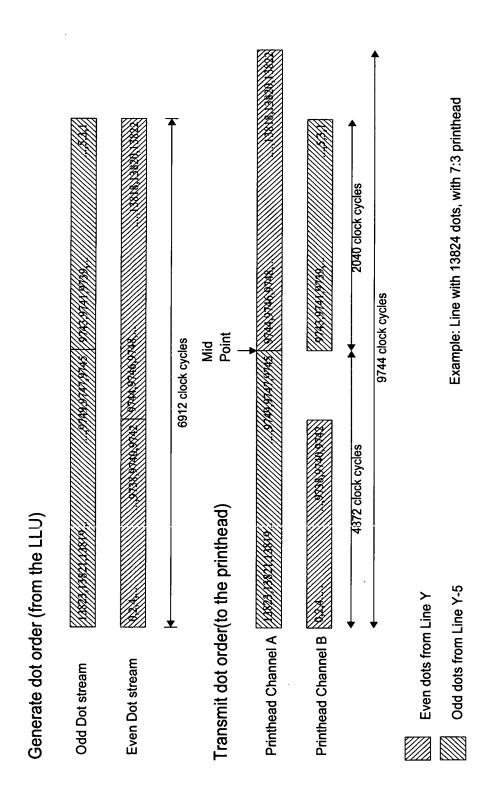
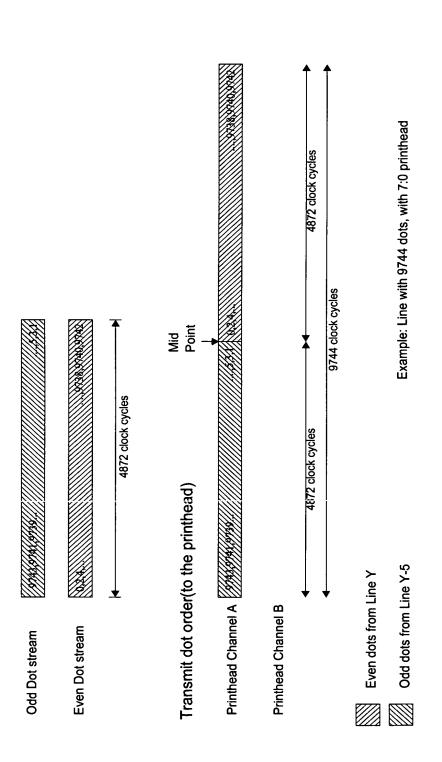
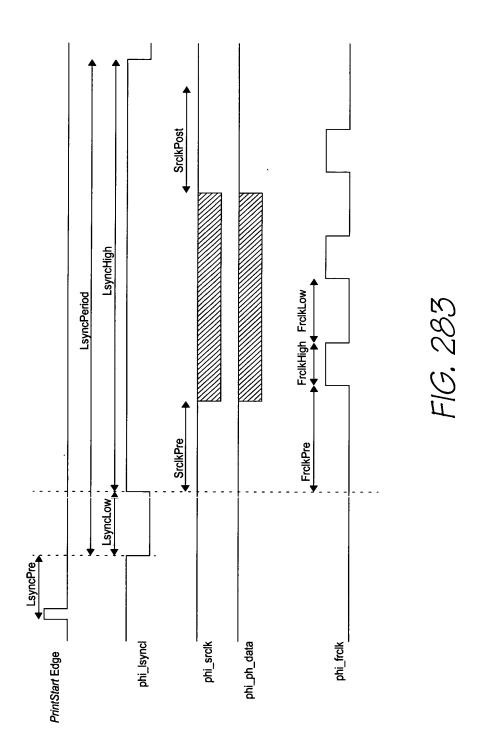


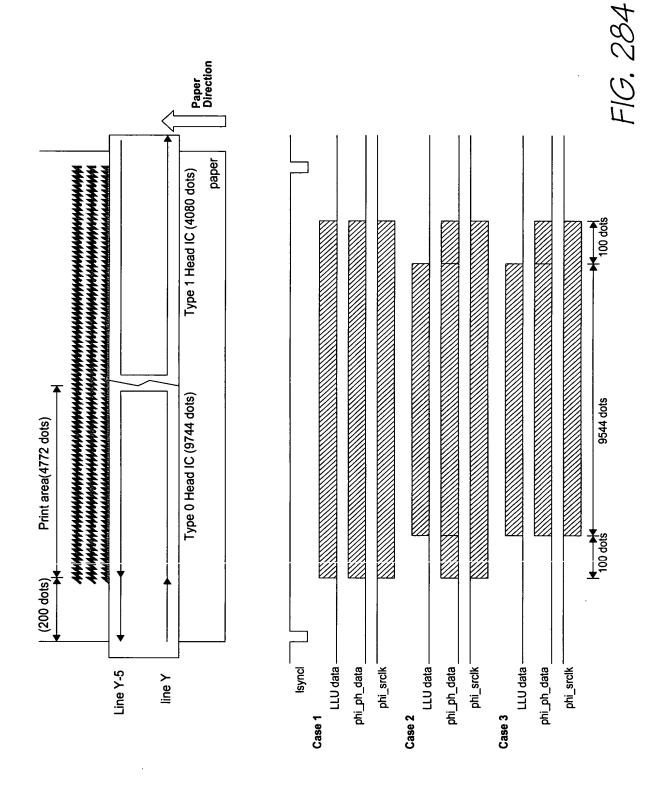
FIG. 281



Generate dot order (from the LLU)

FIG. 282





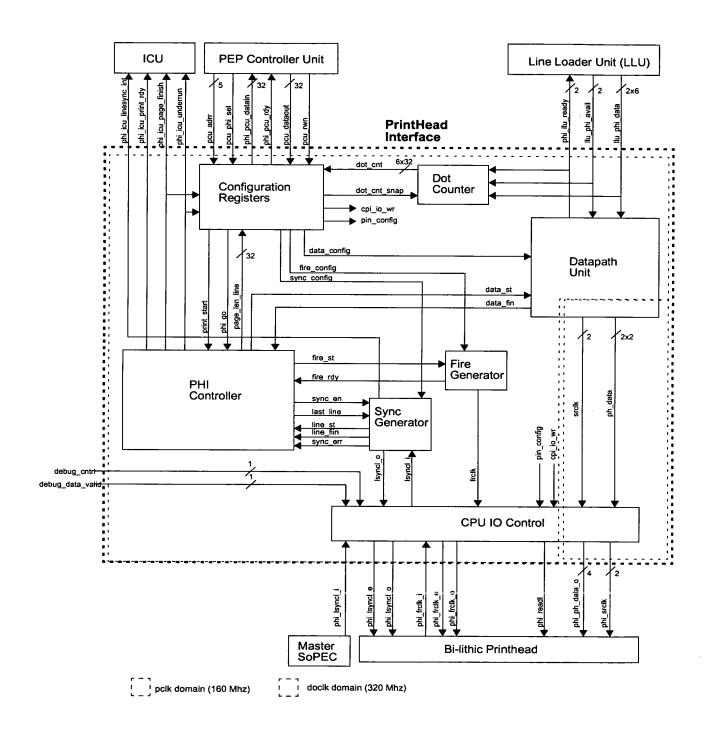
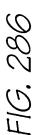
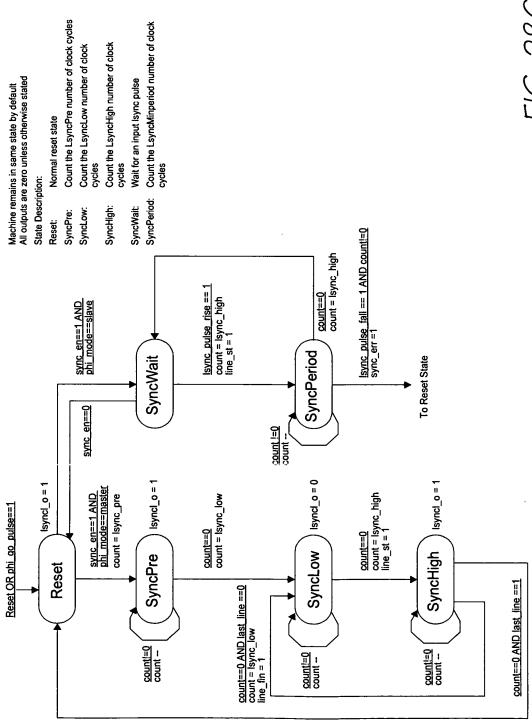
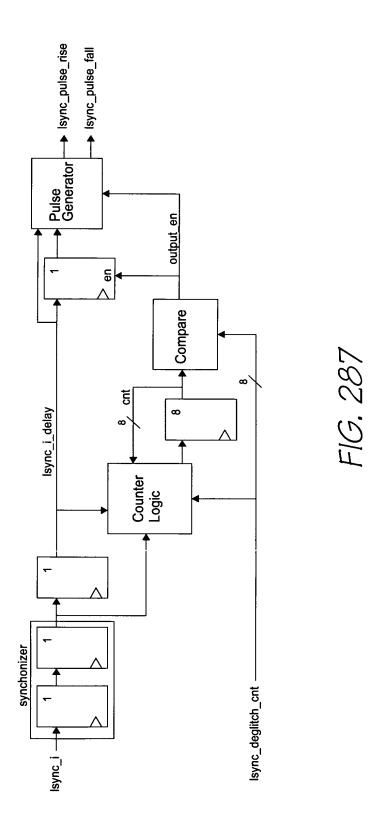
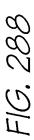


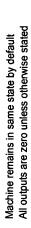
FIG. 285











State Description:

Reset:

Normal reset state

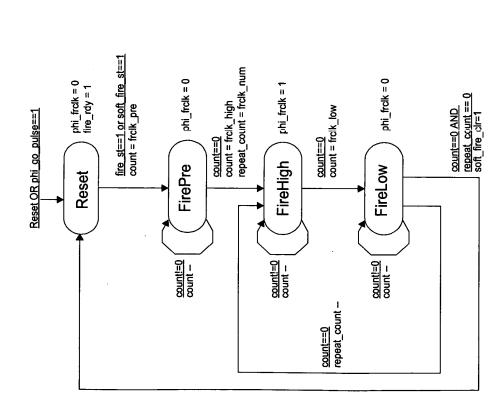
FirePre:

Count the FrclkPre number of clock cycles, repeat count set to FrclkNum

Count the FrclkHigh number of clock cycles FireHigh:

Count the FrdkLow number of clock cycles

FireLow:



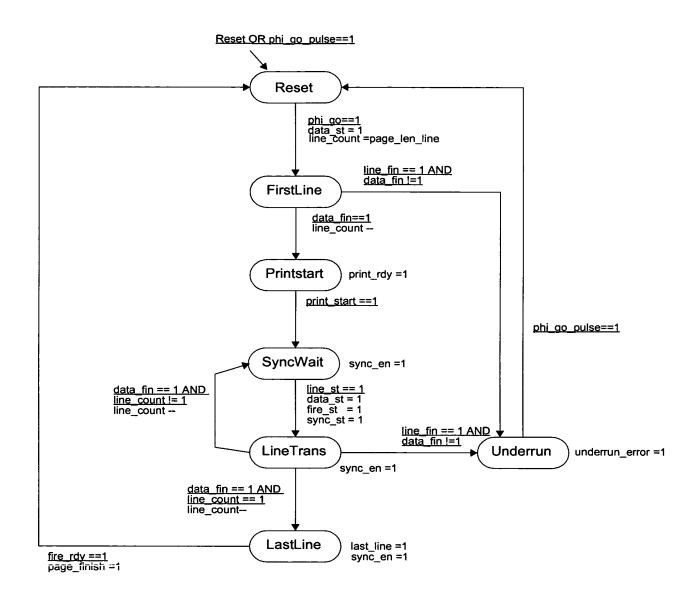


FIG. 289

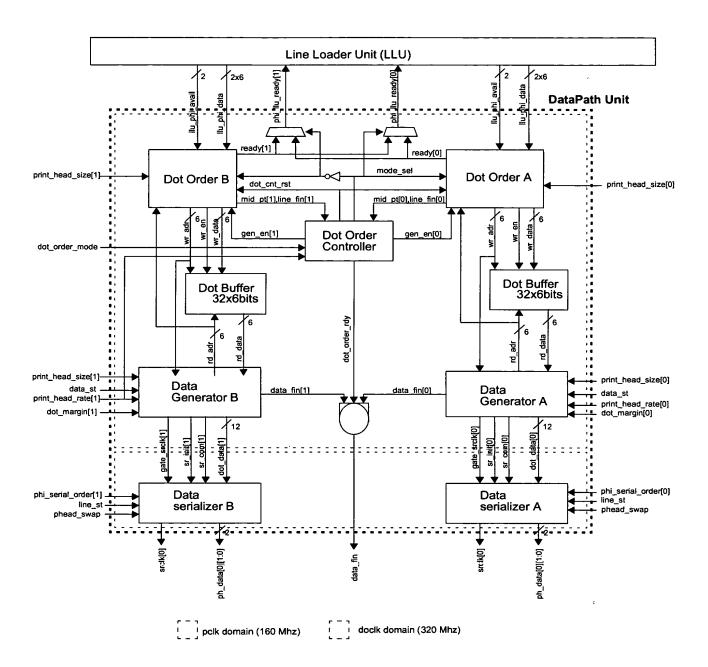
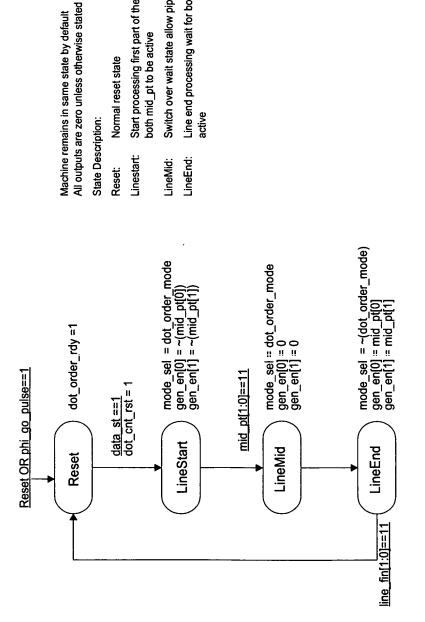


FIG. 290



Line end processing wait for both line_fin to be

Switch over wait state allow pipeline to clear

Start processing first part of the line, wait for both mid_pt to be active

Normal reset state





State Description:

Normal reset state Reset:

SrclkPre:

Count the SrclkPre number of clock

cycles

DataGen1: Read Line Dot data from buffer

DataGen2: Read Line Dot data from buffer DataGen3: Data gen wait state

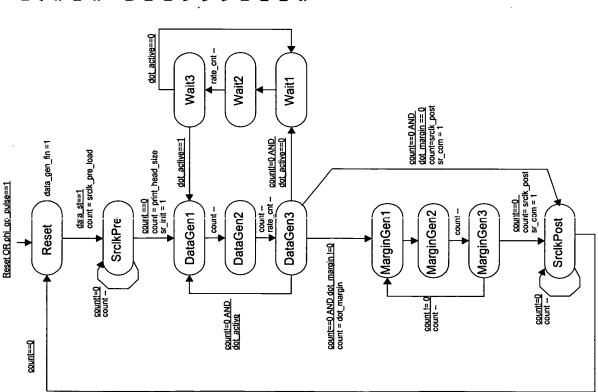
Data rate control wait state Wait1:

Data rate control wait state Wait2:

Data rate control wait state Wait3:

MarginGen1:Generate DotMargin number of dots MarginGen2:Generate DotMargin number of dots

SrckPost: Wait for SrckPost number of cycles MarginGen3:Generate margin wait state



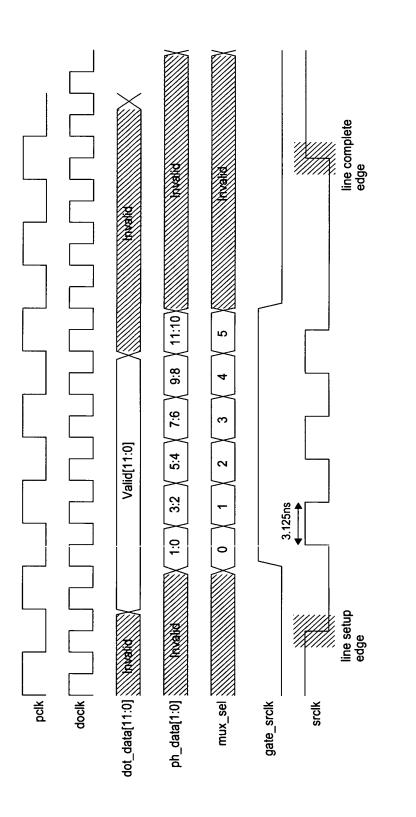
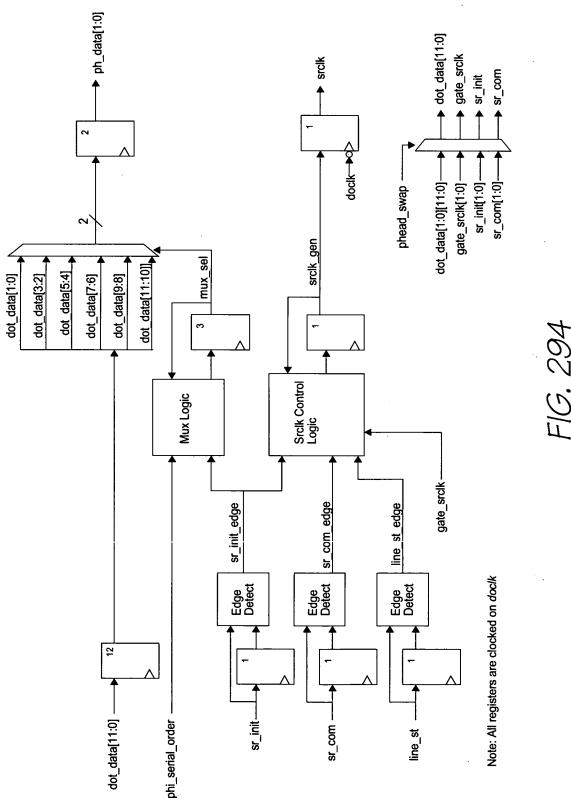


FIG. 293



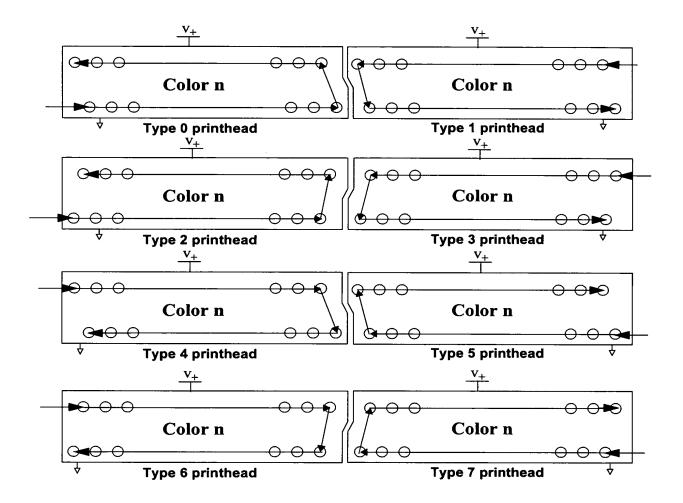


FIG. 295

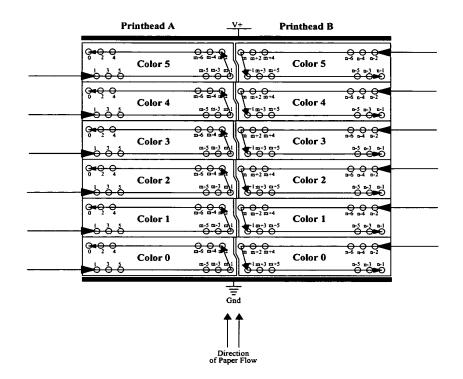


FIG. 296

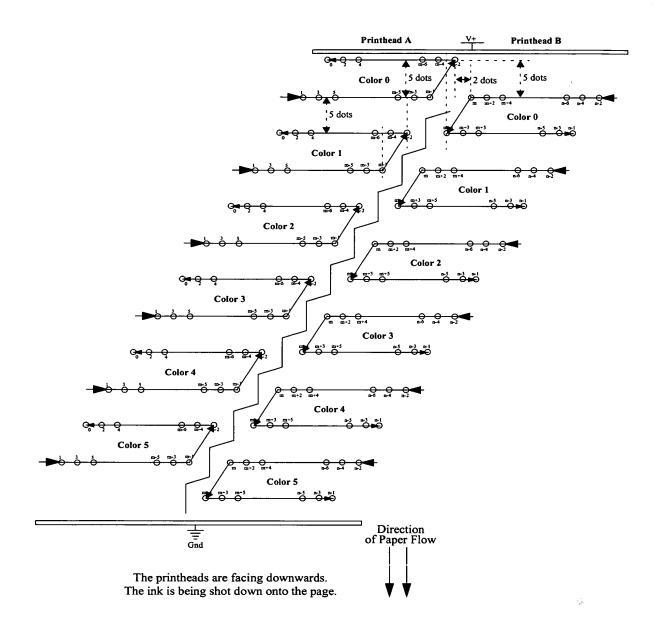


FIG. 297

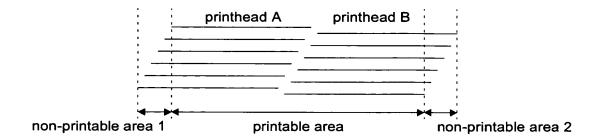


FIG. 298

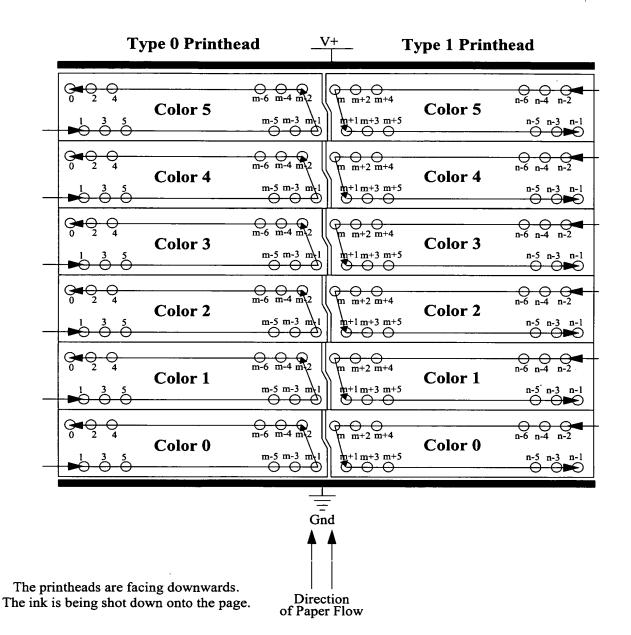


FIG. 299

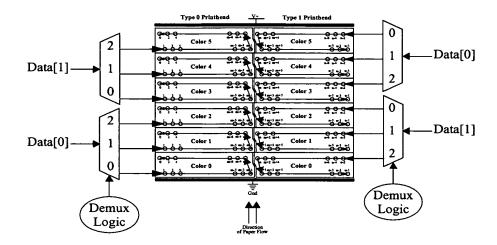


FIG. 300

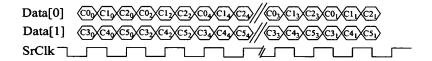


FIG. 301

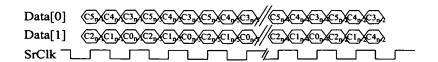


FIG. 302

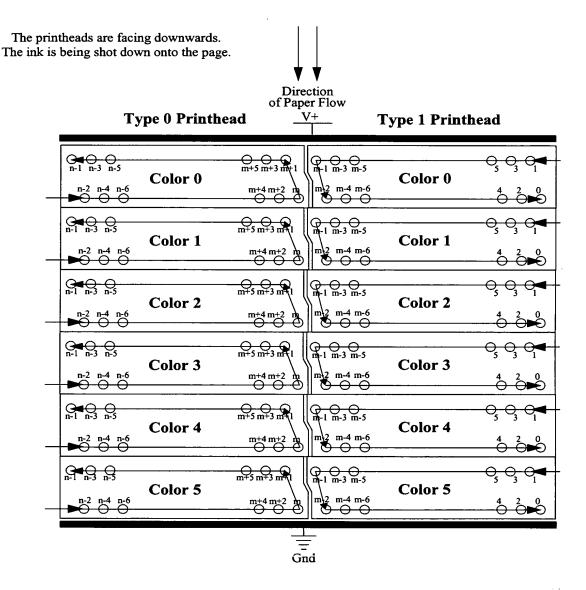


FIG. 303

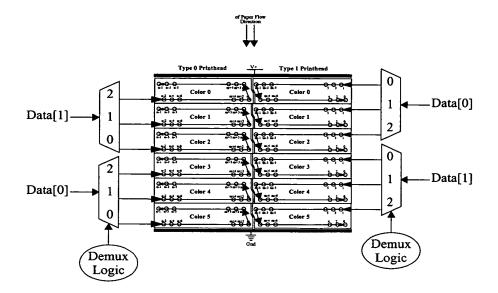


FIG. 304

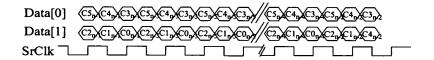


FIG. 305

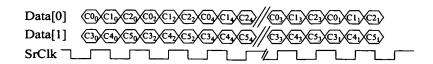


FIG. 306

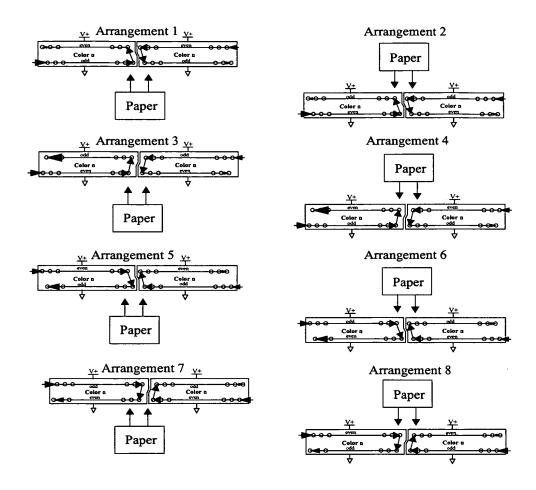


FIG. 307

Pads Nozzle Column		Nozzle Column		Nozzle Column	Nozzle Column	Nozzle Column	Fire/Select Shift Register Dot SR 5/Colour 5 Dot SR 4/Colour 4 Dot SR 3Colour 3 Dot SR 2/Colour 2 Dot SR 1/Colour 1 Dot SR 0/Colour 0
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FIG. 308

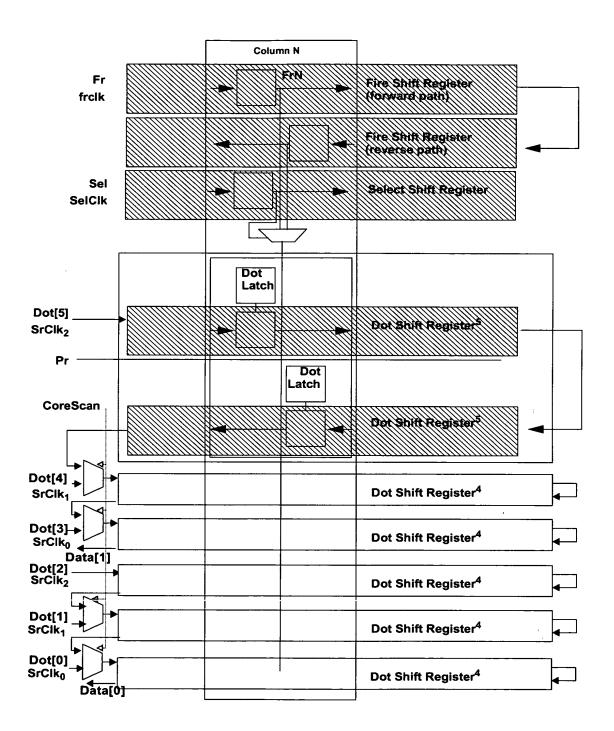


FIG. 309

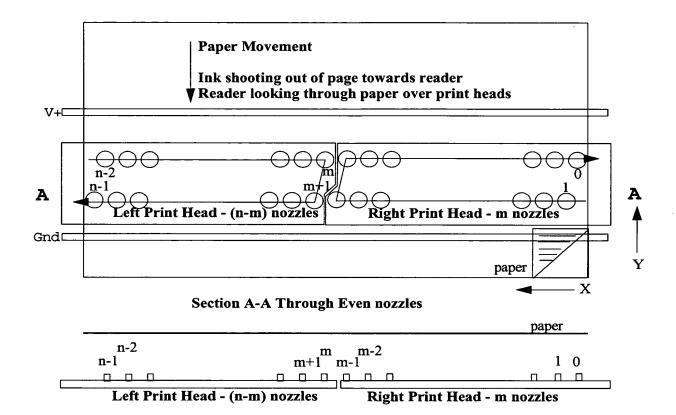


FIG. 310

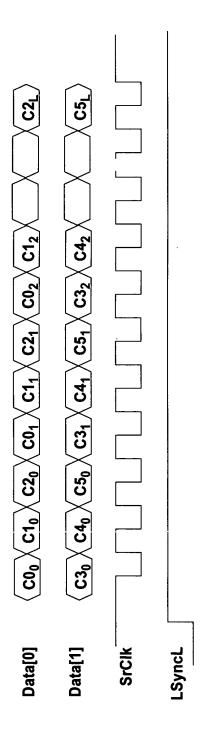


FIG. 311

a) Printing every $n^{ ext{th}}$ dot with all zero's in the fire select shift register	b) Printing every n th dot with all one's in the fire select shift register	.) Printing every n th dot with n zero's then n one's in the fire select shift registers
a) Printing every $n^{ ext{th}}$ dot	b) Printing every n th dot	e) Printing every n th dot v

FIG. 312

000000000100000000010000000001000000

FIG. 313

Right Print Head Fire/Select SR Left Print Head Fire/Select SR

FIG. 314

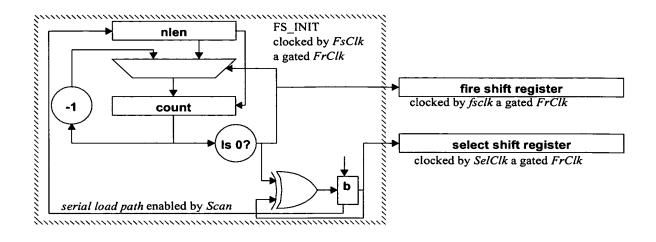


FIG. 315

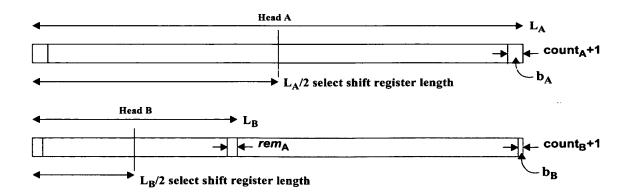


FIG. 316

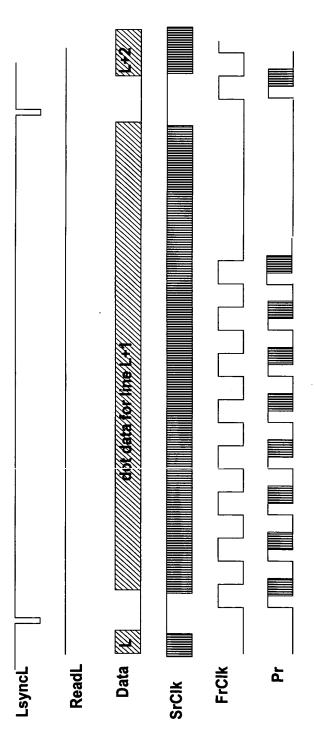


FIG. 317

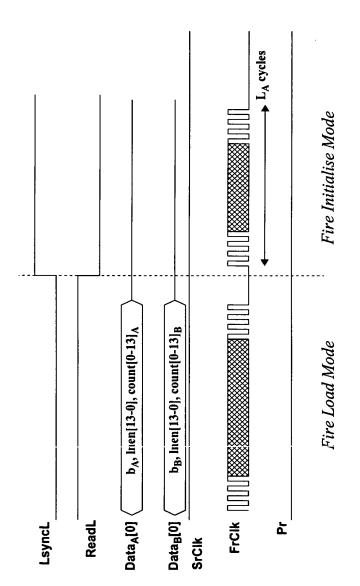


FIG. 318

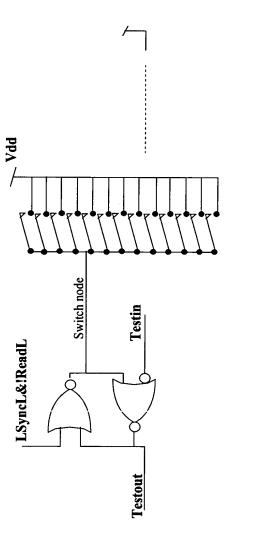


FIG. 573

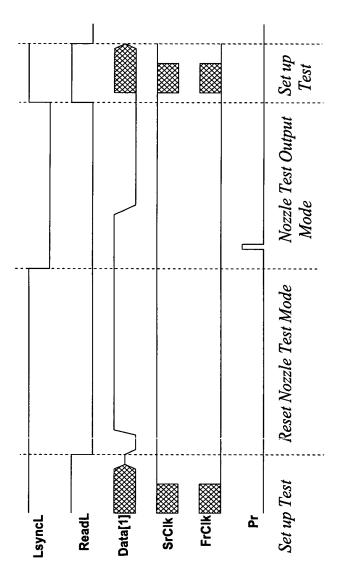


FIG. 320

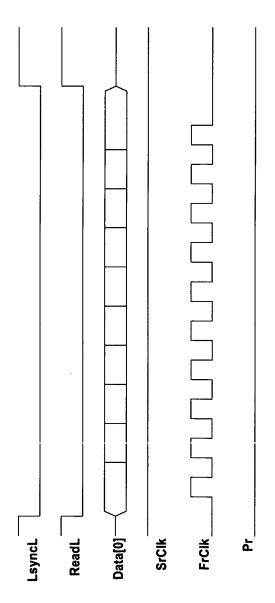


FIG. 521

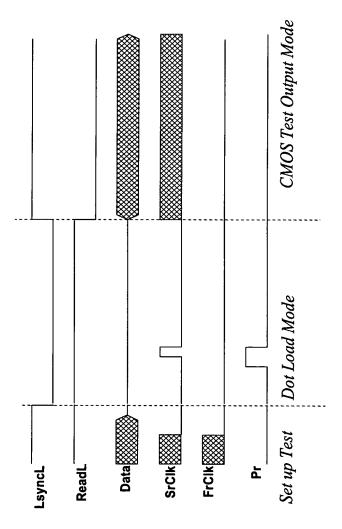


FIG. 322

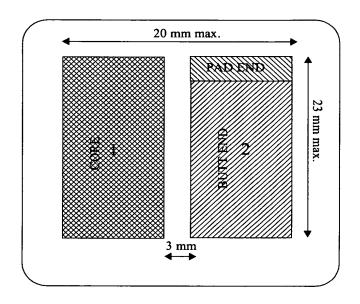


FIG. 323

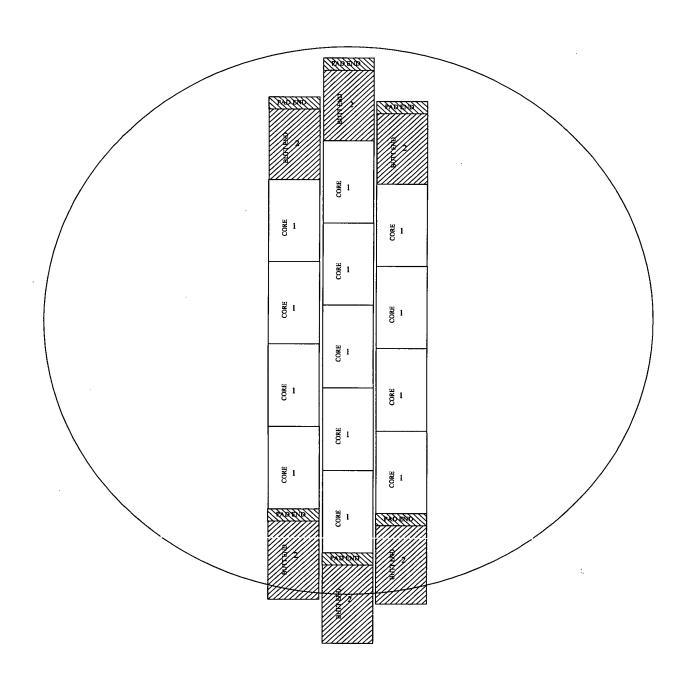
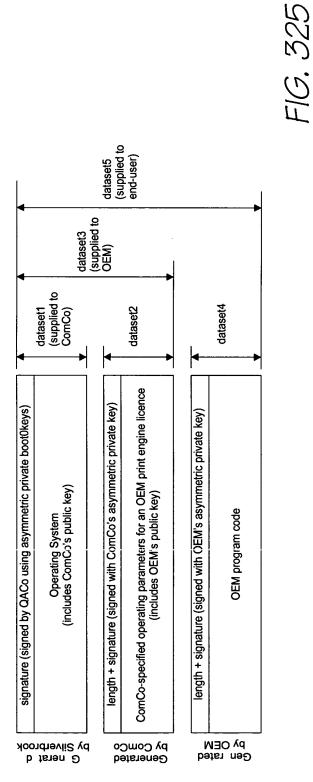
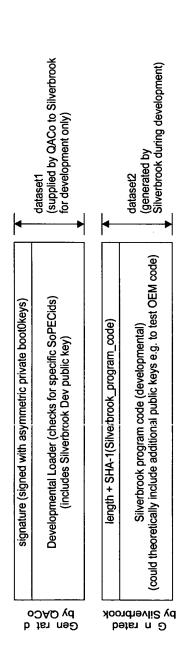


FIG. 324





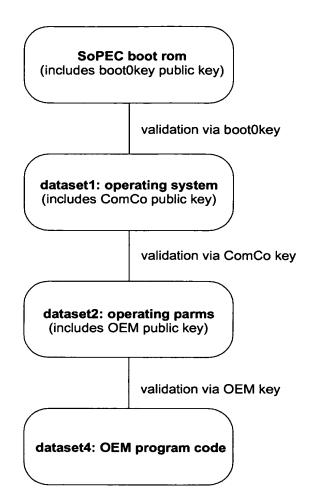


FIG. 326

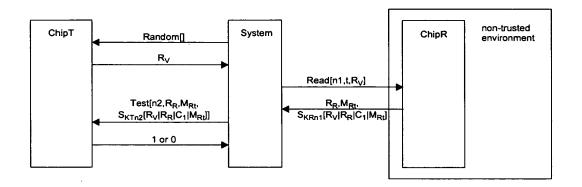


FIG. 328

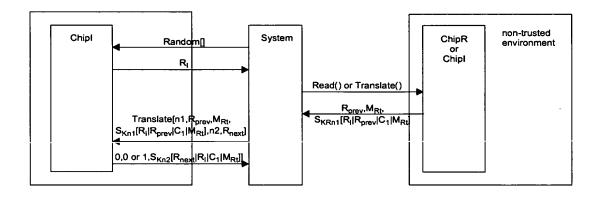


FIG. 329

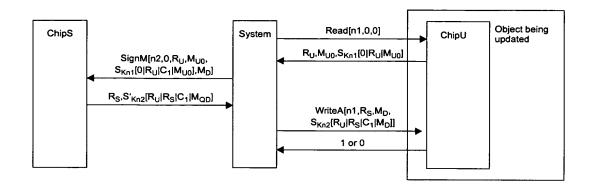


FIG. 330

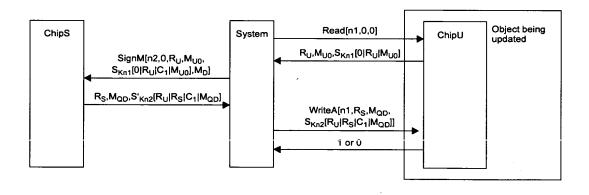


FIG. 331

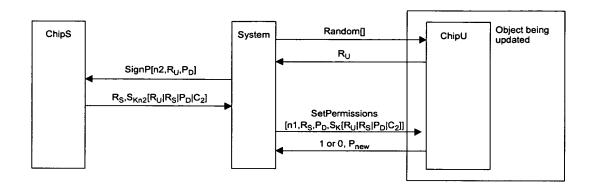


FIG. 332

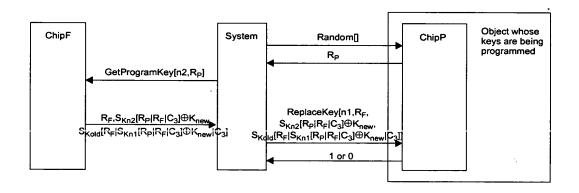


FIG. 333

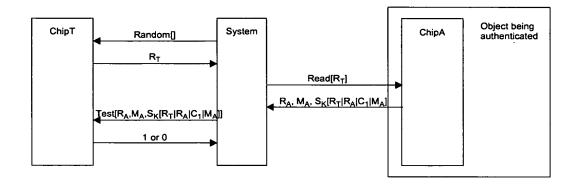


FIG. 334

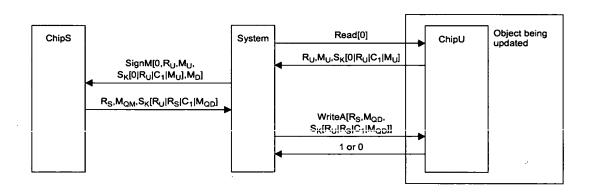


FIG. 335

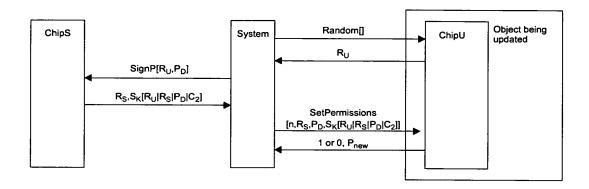


FIG. 336

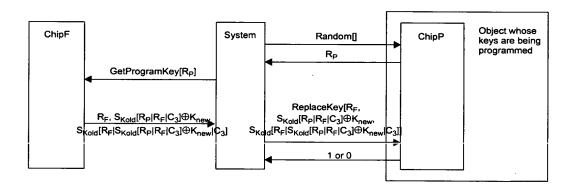


FIG. 337

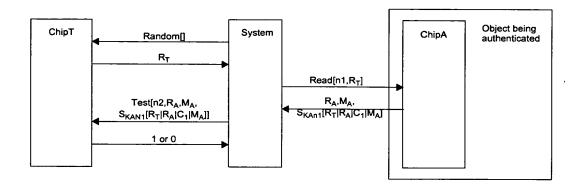


FIG. 338

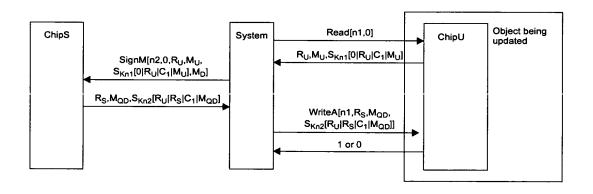


FIG. 339

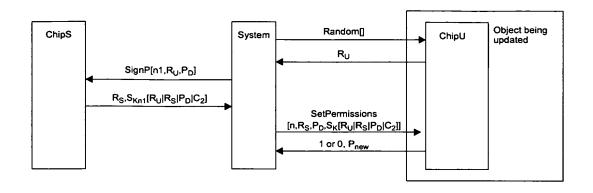


FIG. 340

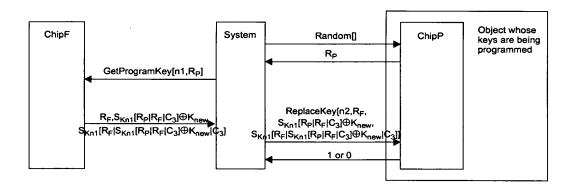


FIG. 341

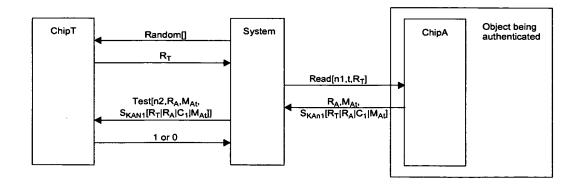


FIG. 342

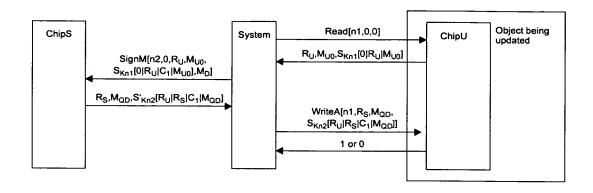


FIG. 343

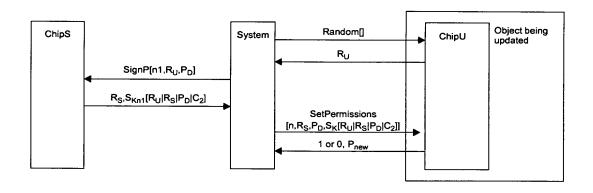


FIG. 344

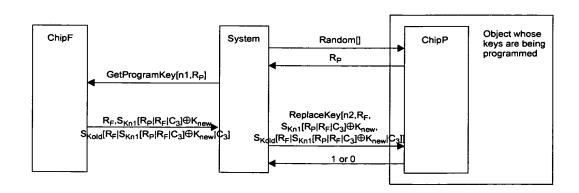


FIG. 345

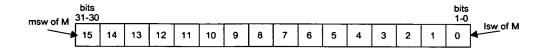


FIG. 346

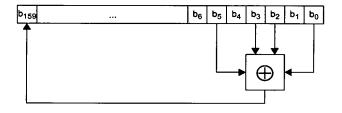


FIG. 347

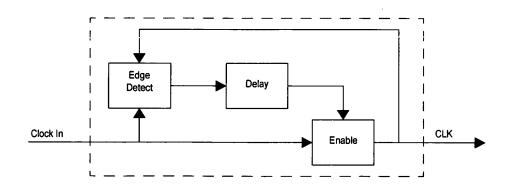


FIG. 348

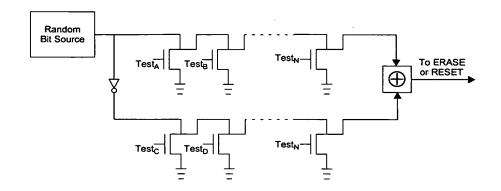


FIG. 349

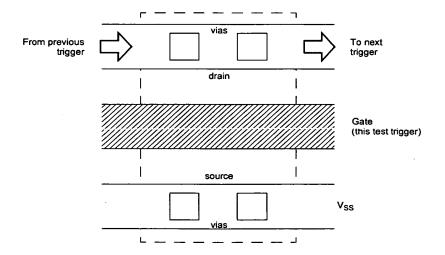


FIG. 350

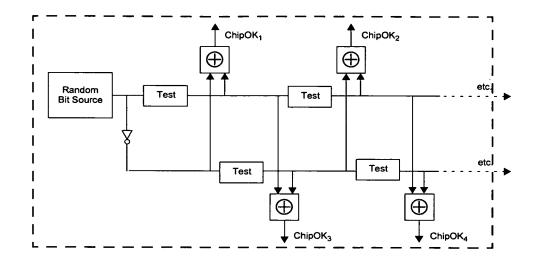


FIG. 351

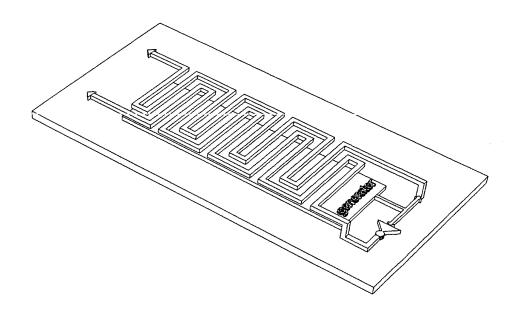


FIG. 352

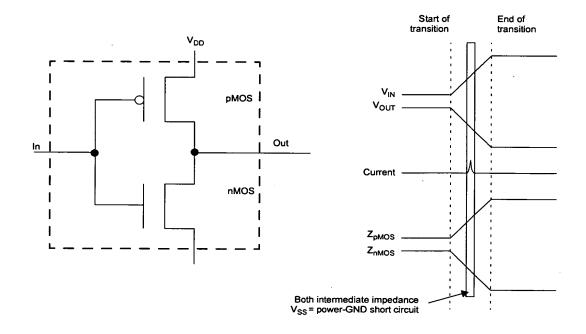


FIG. 353

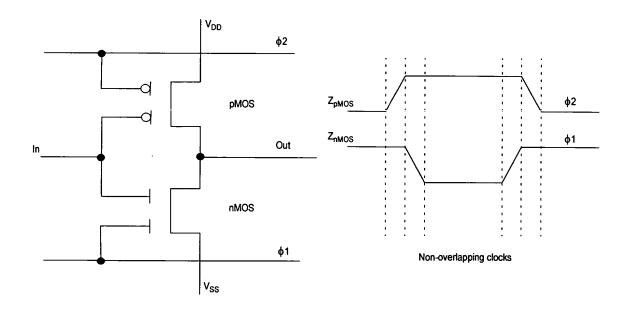


FIG. 354

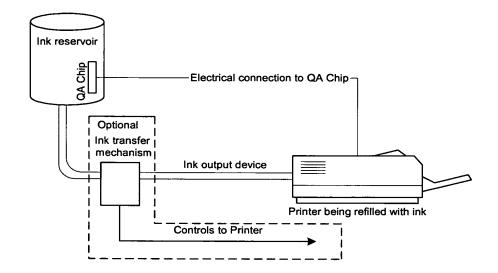


FIG. 355

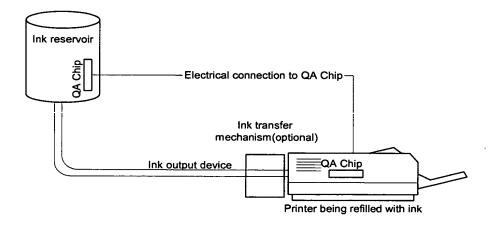


FIG. 356

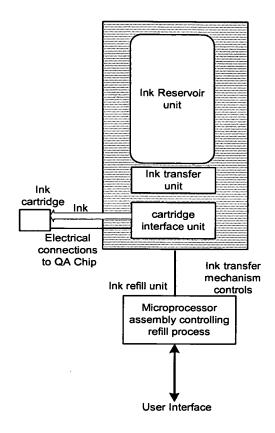


FIG. 357

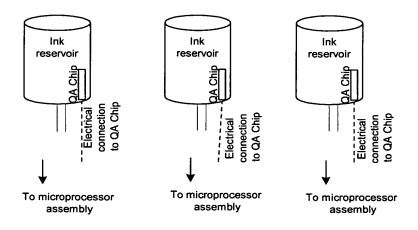


FIG. 358

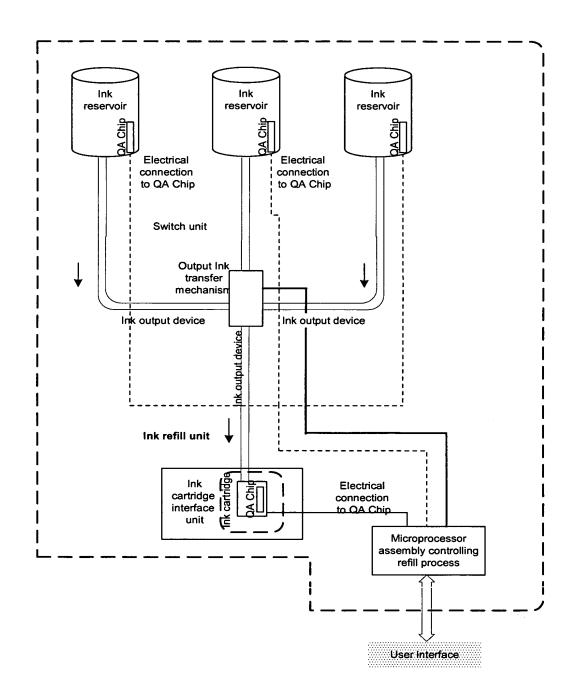


FIG. 359

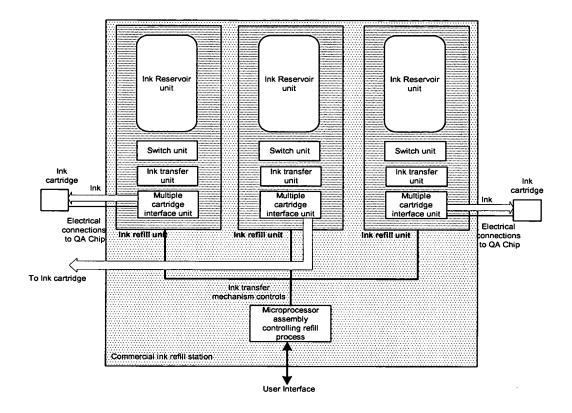


FIG. 360

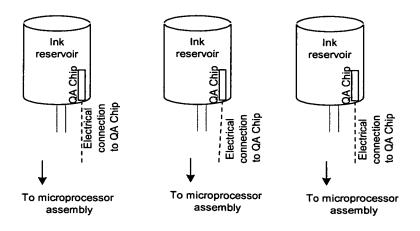


FIG. 361

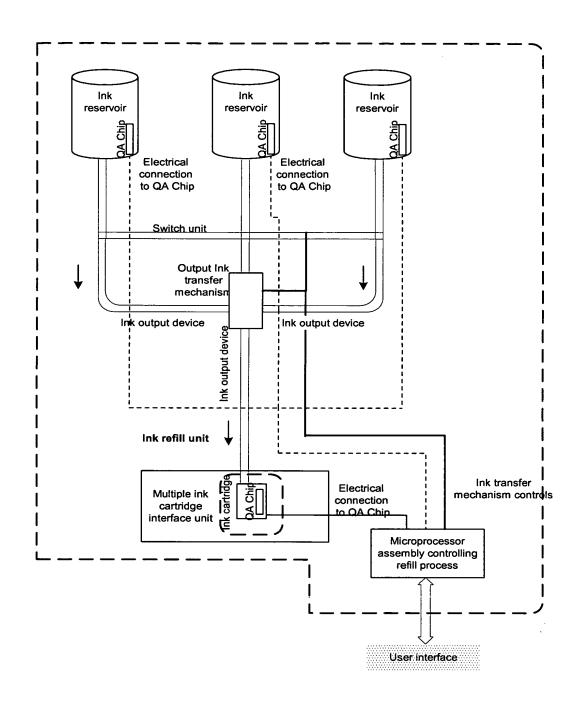


FIG. 362

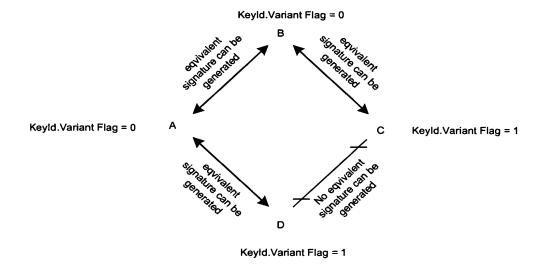


FIG. 363

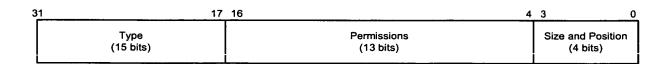


FIG. 364

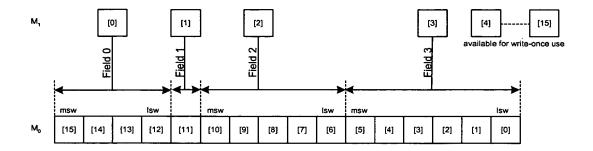


FIG. 365

16	14 13	12	11	4
KeyNum (3 bits)	NonAuthF (1 bit)		:	KeyPerms (8 bits)

FIG. 366

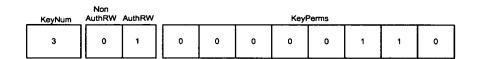


FIG. 367

KeyNum	Non AuthRW	AuthRW	KeyPerms								_
3	1	1	0	0	0	0	1	1	1	0	

FIG. 368

3	1 1	16	14	13	. 12	11	4	1 3	3 (٥
	Type (15 bits)		KeyNum (3 bits)	NonAuth RW (1 bit)	AuthRW (1 bit)		KeyPerms (8 bits)		EndPos (4 bits)	$\Big]$

FIG. 369

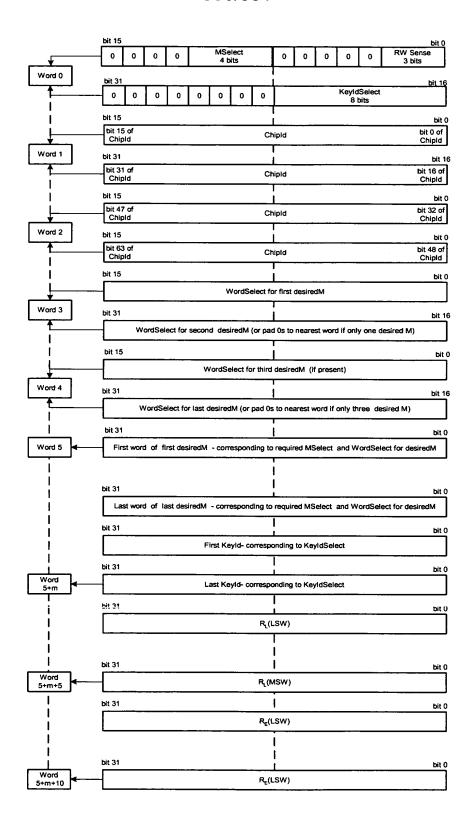


FIG. 370

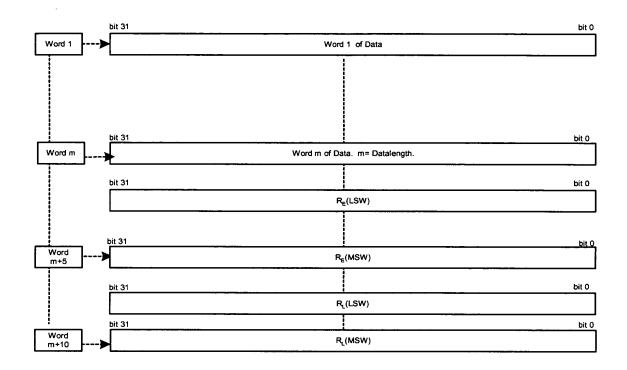


FIG. 371

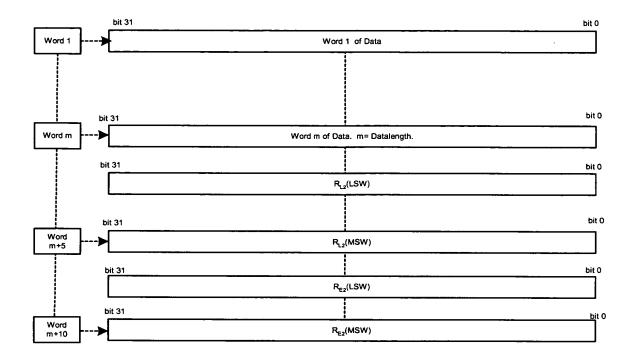


FIG. 372

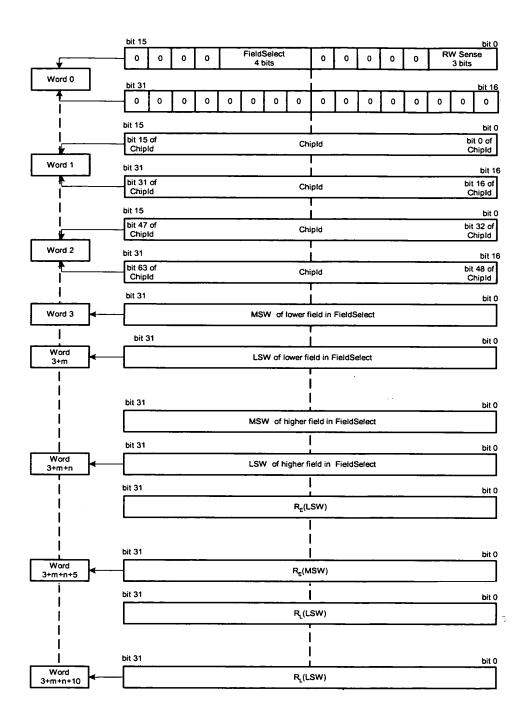


FIG. 373

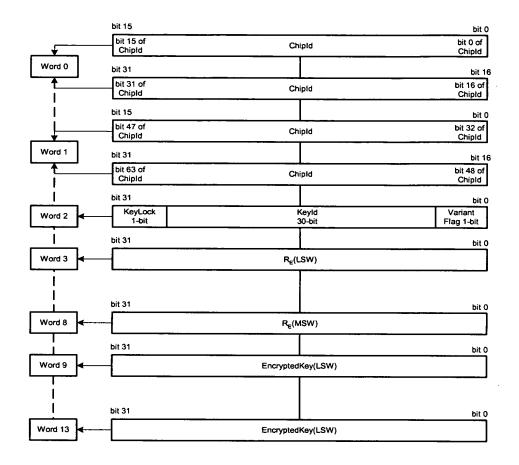


FIG. 374

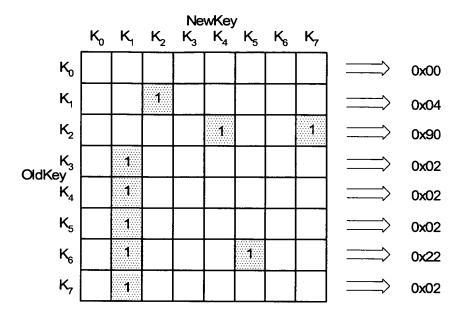


FIG. 375

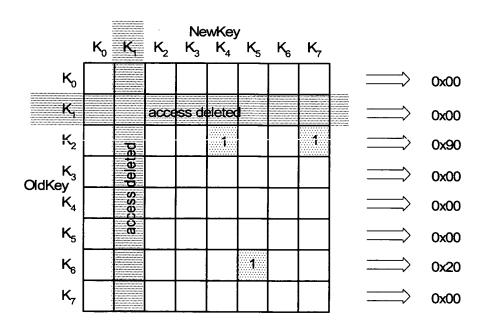


FIG. 376

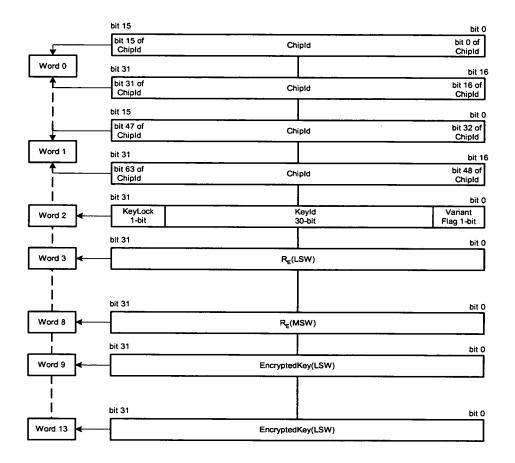


FIG. 377

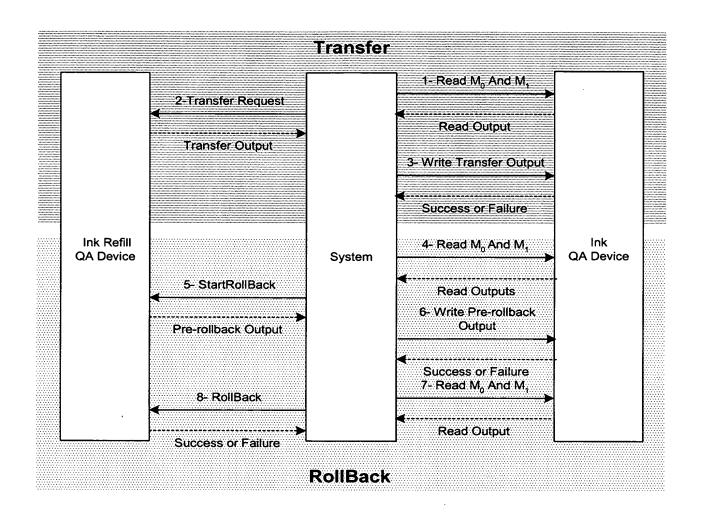


FIG. 378

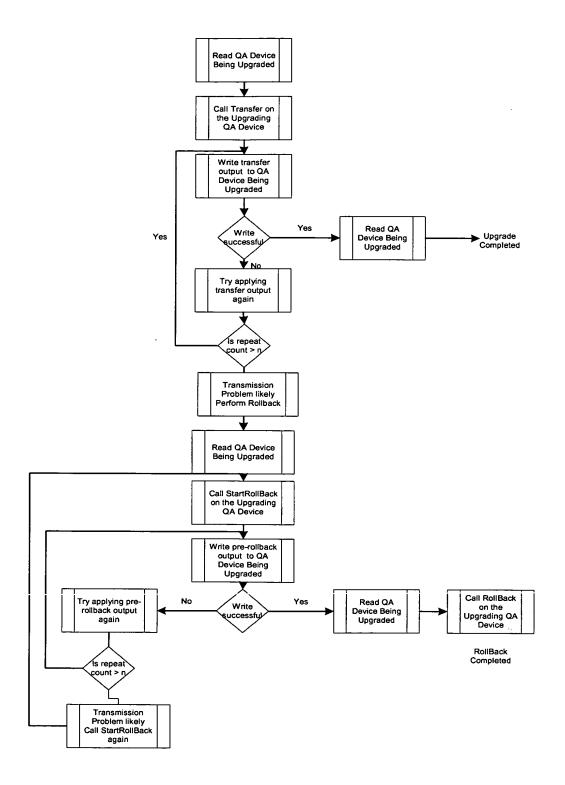


FIG. 379

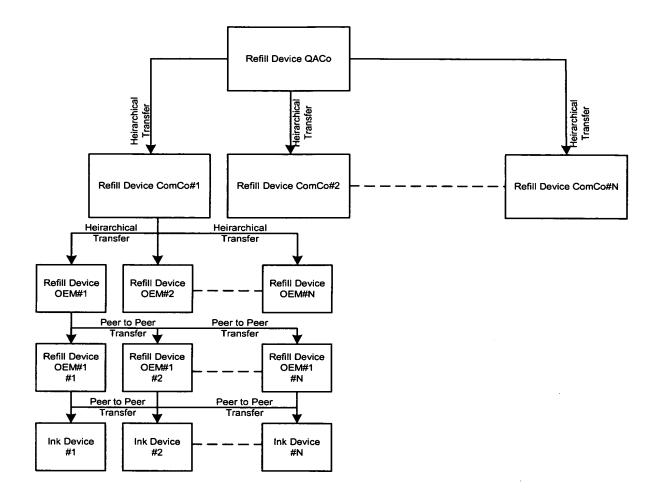


FIG. 380

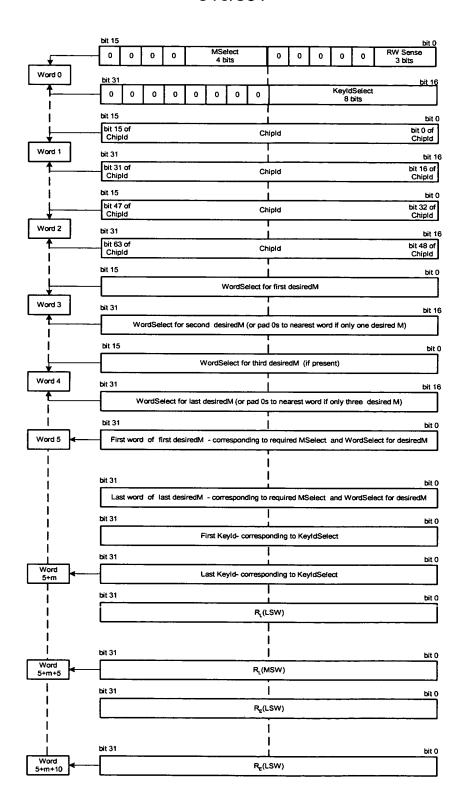


FIG. 381

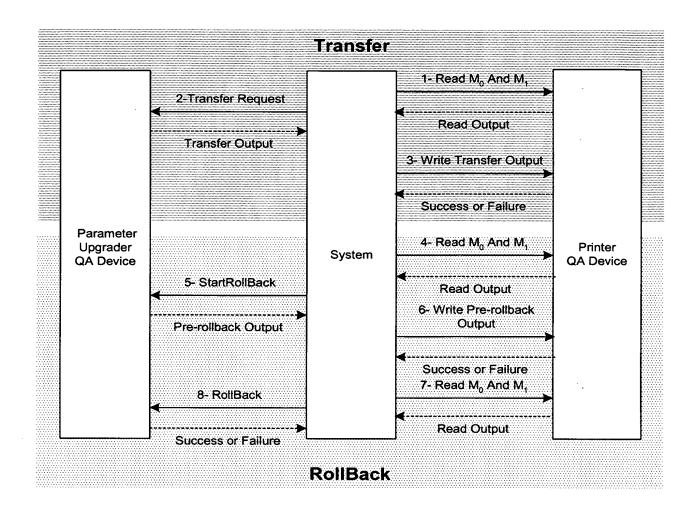


FIG. 382

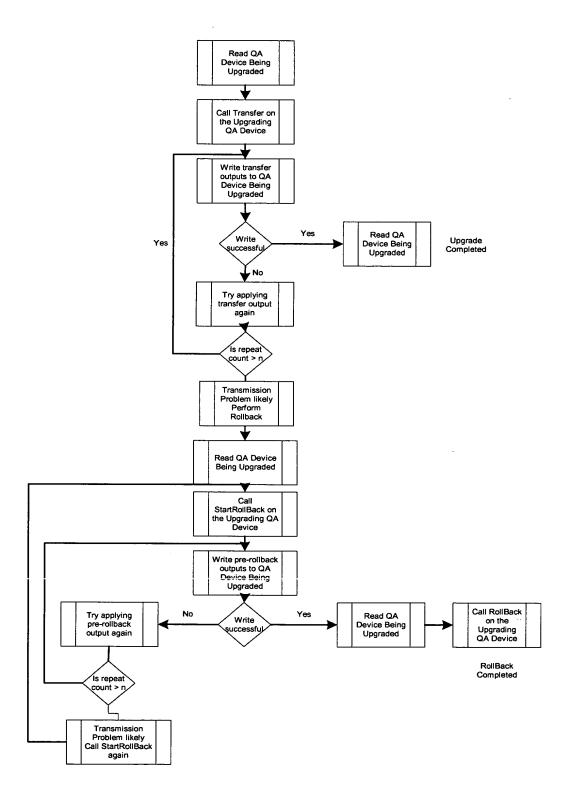


FIG. 383

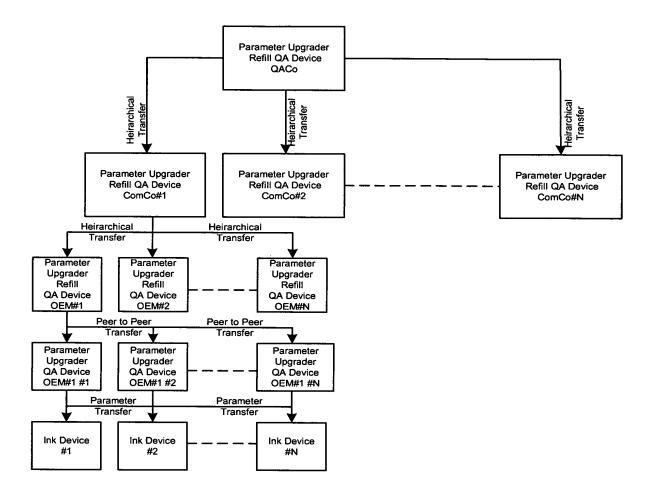


FIG. 384

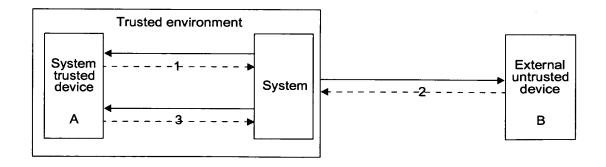


FIG. 385

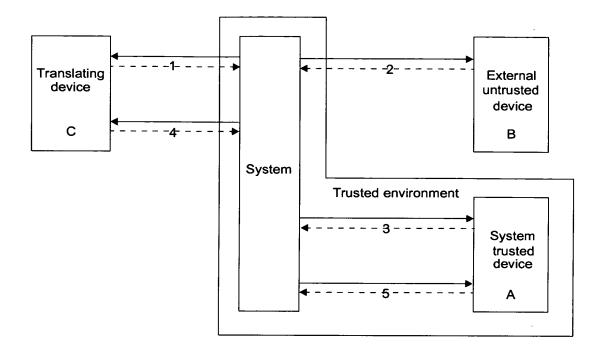


FIG. 386

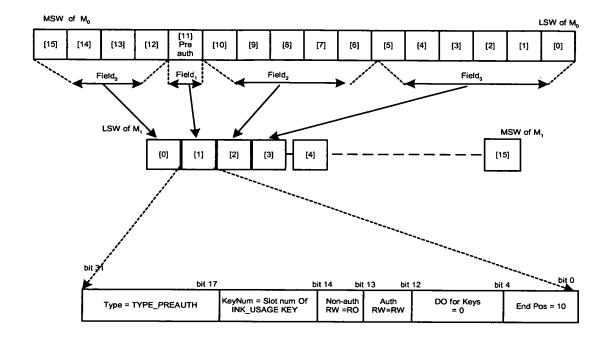


FIG. 387

_bit 31		bit 0
preauth field select = 8 bits	preauth amount = 24 bits	e.

FIG. 388

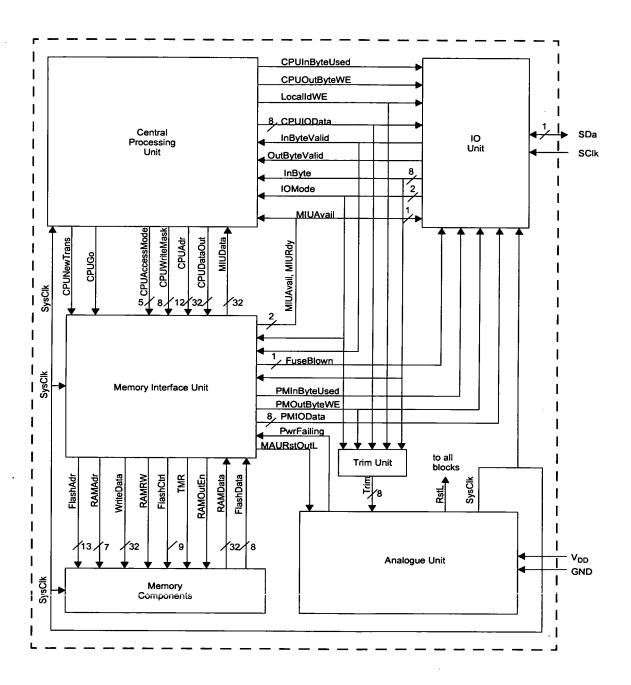


FIG. 389

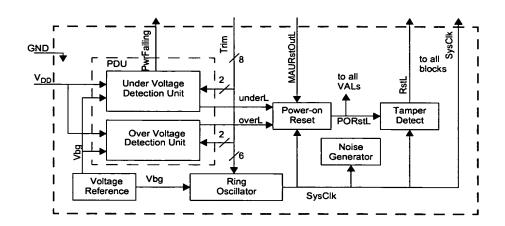


FIG. 390

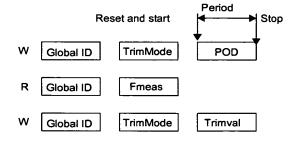


FIG. 391

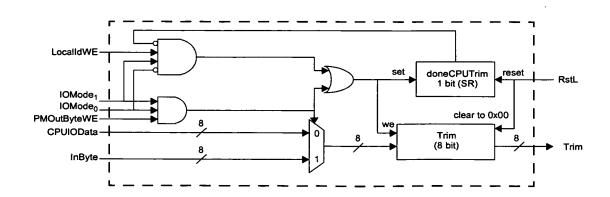


FIG. 392

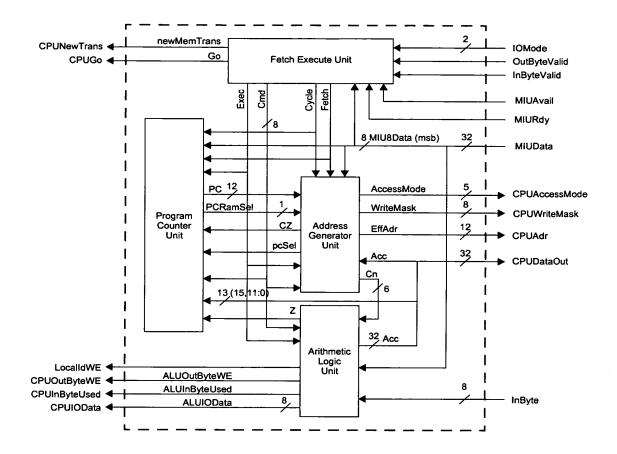


FIG. 393

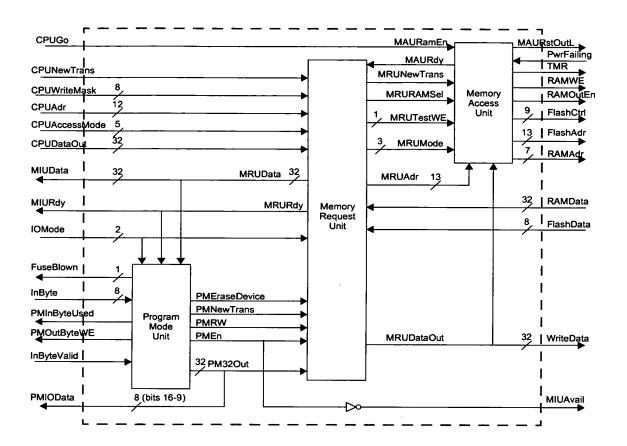


FIG. 394

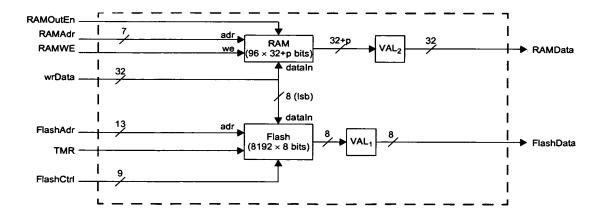


FIG. 395

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PriID6	PrilD5	PriID4	PriID3	PriID2	PriID1	PrilD0	R/*W 0 = write 1 = read

FIG. 396

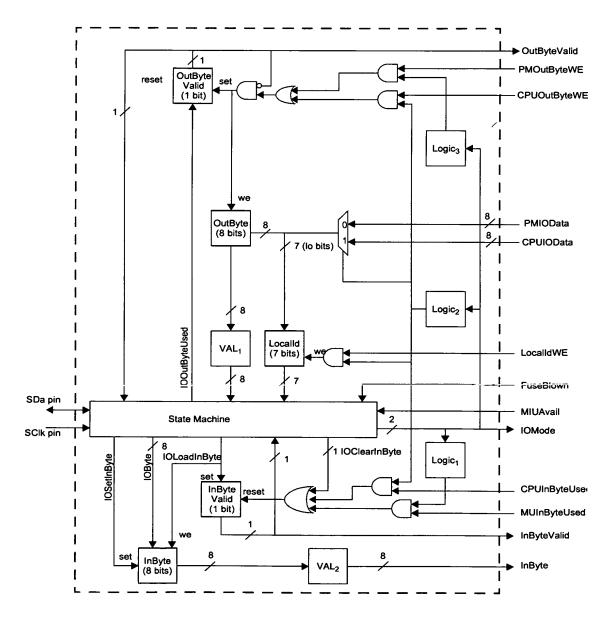


FIG. 397

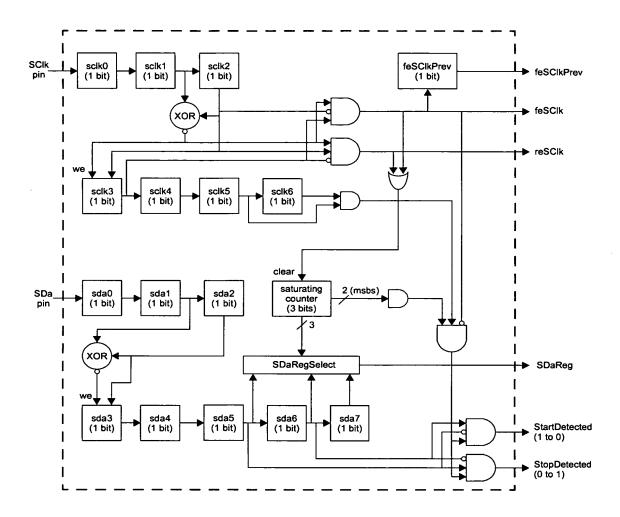


FIG. 398

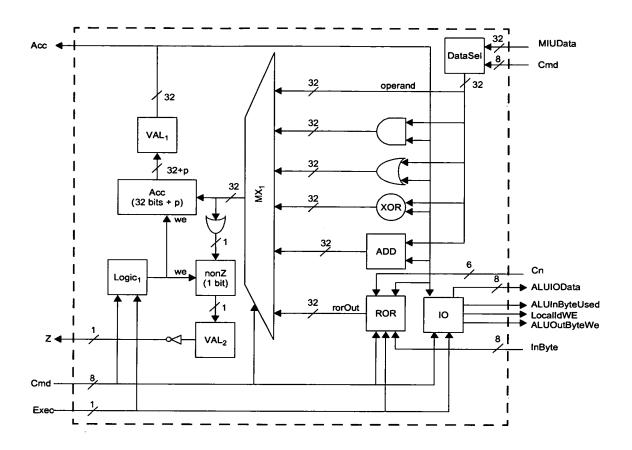


FIG. 399

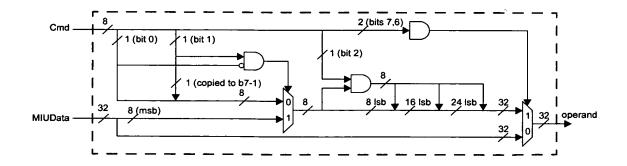


FIG. 400

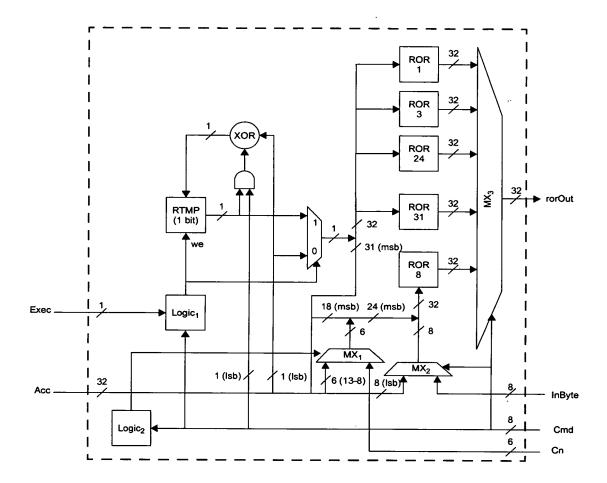


FIG. 401

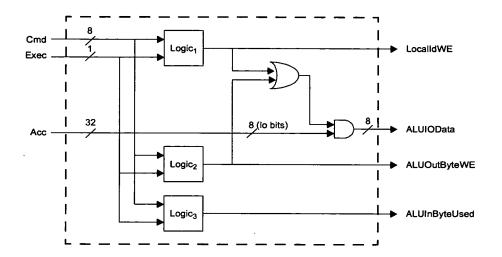


FIG. 402

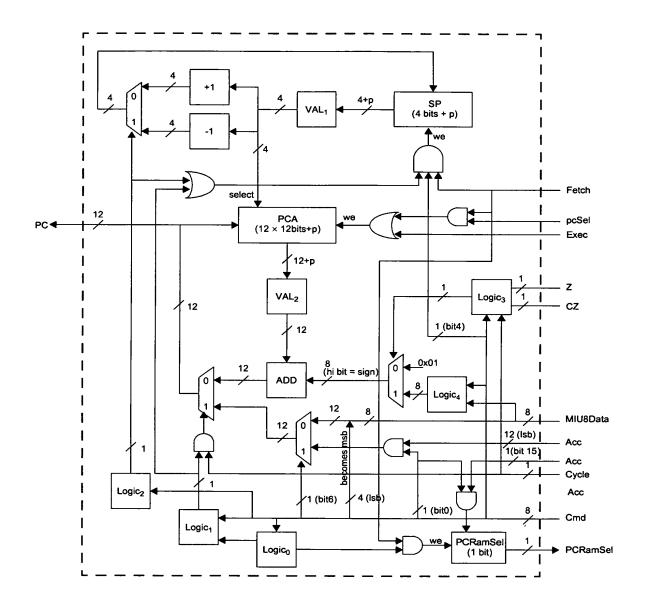


FIG. 403

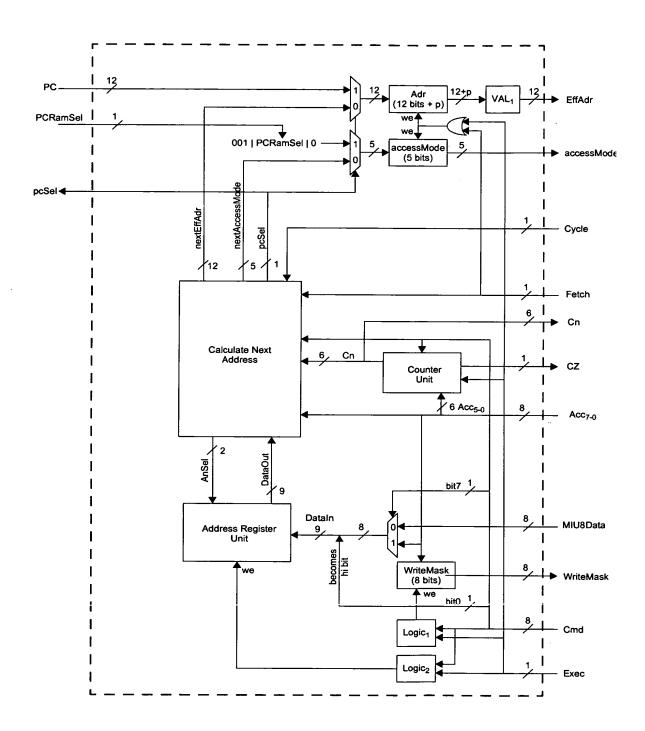


FIG. 404

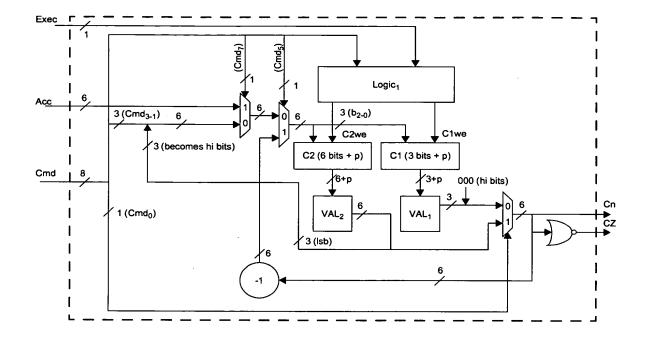


FIG. 405

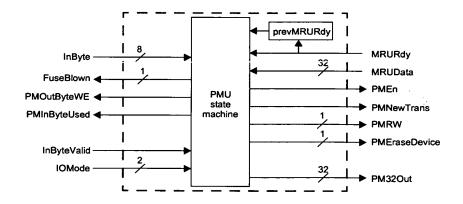


FIG. 406

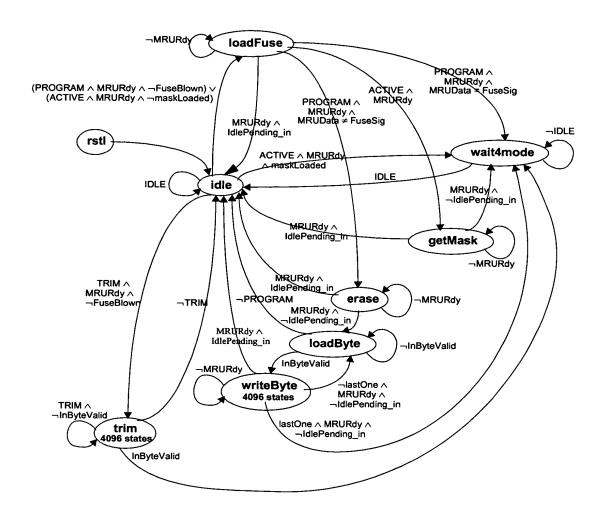


FIG. 407

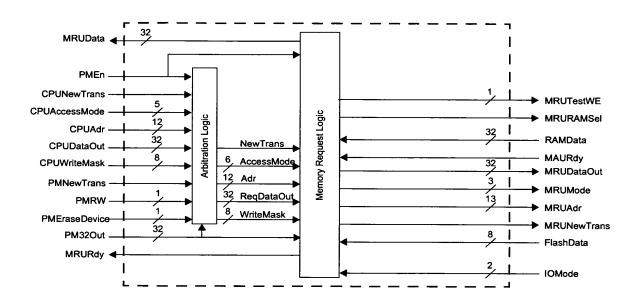


FIG. 408

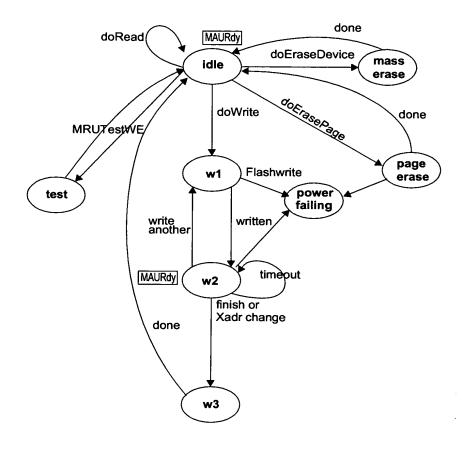


FIG. 409

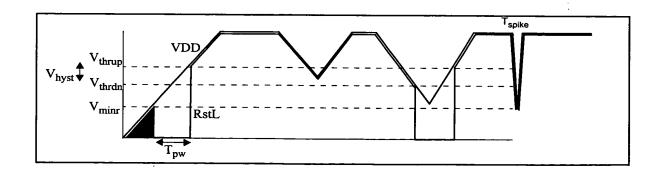


FIG. 410

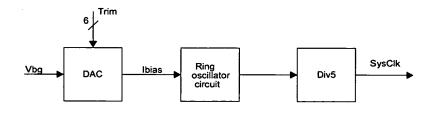


FIG. 411

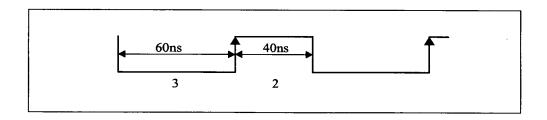


FIG. 412

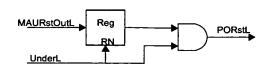


FIG. 413